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ELECTRONIC GAMING MONTHLY

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February, 1992





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**FROM NOW ON
THERE WILL BE ONLY
ONE SUPERPOWER.**

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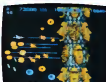
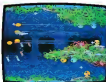
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Just remember, the true strength of a mystical ninja is his wisdom. Of course, a survival instinct isn't such a bad asset either.

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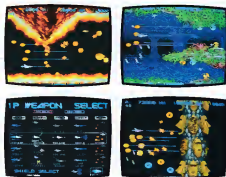
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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



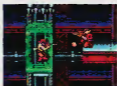
Don't miss the first hands-on test of the U.S. Mega CD-ROM! Only EGM takes you inside the system to tell and show you what you'll be playing in the future!

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Street Fighter 2: The ultimate arcade fighting game presented to you with full strategy info on succeeding with this coin-op!



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Win your very own Street Fighter 2 ARCADE game or S-NES carts!.

184 Super Play

The saga continues with your favorite hero, Mega Man! Mix it up with that evil and cagey Dr. Willy once again, but be prepared to come at him with the latest information from our excellent Mega Man 4 maps and strategic tips.

Then, discover how to survive the intricacies of the dramatic Zelda 3! Our super maps are your link to defeating the evil Agnor, saving Princess Zelda and winning one of the greatest 16-Bit action games!

148-183 Fact Files:

- Super-NES Times:** Smash TV, Xardion, Joe & Mac, Addams Family, Rai-Den
- Nintendo:** Contra Force, Overlord, Treasure Master, Gemfire
- Sega Genesis:** Mystical Fighter, Two Crude Dudes, Marble Madness, Winter Challenge, Battlegrounds
- Turbo Champ:** Ballistix
- GameBoy:** Face Ball 2000, Q-Bert.

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Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Connor - the beautiful woman who holds the key to the survival of the human race.

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FEATURES:

- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

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EGM

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PERIODICAL**

February, 1992

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IT'S THAT TIME OF YEAR AGAIN...

Well, it's that time of year again!

The silly season has died down, the Vegas CES is just around the corner, and it's a perfect time to gauge where we're going and where we've been.

This year, more than any before, showed the greatest change in the electronic entertainment industry. Not only did we witness the introduction of new game machines like the Super NES, but other systems like the Sega Genesis finally came into their own. Prices on several formats came down, with the NEC TurboGrafx-16 finally reaching below 100 bucks. And don't forget the leaps in software production that mini-machines like the Lynx and Game Gear made in '91.

For all the truly incredible movement forward, however, the game industry has also started to experience some downscaling. The Nintendo 8-Bit NES, long the staple of the gamer's diet, has been eclipsed by the more powerful 16-Bitters, no matter what Nintendo says. The hobby is definitely becoming more upscale, which will have some negative effects in the short term but should balance out over the long haul.

1991 saw a number of other events occur that will have a significant impact on the market as a whole in 1992. Although originating from a competitor, a tip of the hat goes to the first real television program to cover our hobby. The point isn't whether it's good or bad, but that it's on at all is a testament to its creators and the gaming public. Will we see more television programming covering our favorite hobby? You betcha - and in a way unlike anything you've ever seen before!

Aside from all the giant steps forward video gaming has made since its rebirth in 1985, the question we have to ask ourselves is where are we going to?

The Winter Consumer Electronic Show in Las Vegas will likely be the place where the future balance of power within the video game industry will play itself out. Sega, coming off of a banner year (complete with a holiday season that saw sell-outs across the board) will enter this show, for the first time, on top. Although Nintendo may claim superiority, the truth of the here and now is that Sega leveled their arch-nemesis with a lower-priced left and a Sonic right. Being in the leading position will feel good to everyone at Sega and they should enjoy it and work hard to continue their progress.

Nintendo, however, cannot be counted out or even down for that matter. If Sega does not come up with some equally stunning softs to follow-up Sonic (a sequel to which will be available mid-year), they will be eclipsed by Nintendo, who's legion of third-party producers will net us Street Fighter 2, Contra 3 and a plethora of other stunning titles throughout 1992. Sure, quantity favors Sega, but with the knowledge of what Nintendo will produce in 1992, the quality factor will tip to the big 'N's' camp without further forward action from Sega.

Ultimately, the big winner will be us, the game playing enthusiasts who relish each new hardware introduction (which there are sure to be in '92) and marvel at the incredible steps the game developers make with each new game program. The 16-Bit competition will necessitate better softs from both Nintendo and Sega which, as the leading magazine of honest game reviews, will make our job all the more fun.

Lastly, to respond to the growing change within the video game field, you'll see additional changes to the magazine in this and coming months. While these alterations will make the magazine more informative and easier to read, we still would like to get your feedback as well as your recommendations for future issues. This is your magazine, help us make it the best it can be by sending in your comments.

Steve Harris
Publisher, Editor-In-Chief

TERMINATOR™ 2 JUDGMENT DAY ON NES™ & GAME BOY™

T-800 DATA FILE/READ ONLY

1987: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE.

IF IT SUCCEEDS, HUMANITY IS HISTORY.

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You have 10 barrels of high-explosives.

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Red line young John Connor to safety!



Lead a hand to the Resistance—destroy the terminator endoskeleton.

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The battle for tomorrow begins today...with you!



These bikers are tough, but they ain't seen nothing like a T-800!



Can you take the heat? Beat the T-1000!



Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy™. "Hasta la vista, Baby!"



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COMPETITION INFORMATION

- *See official Treasure Master™ Competition Rules for complete details.
- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost \$5.00 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
 - This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
 - Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
 - To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

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Call will cost \$5.00 per minute.

Children under 18 must ask their parents first.

Average length of call is 3 minutes.



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The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

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INTERFACE: LETTERS TO THE EDITOR

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INTERFACE: LETTERS TO THE EDITOR

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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters for Interface: Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

MEGA CD COMPATIBILITY

I've heard that the Japanese Mega CD-ROM will work with the U.S. Genesis system. I want to get one but I don't want to get it home and then find out that it doesn't work. What's the story?

Mark Kauffman
Los Angeles, CA

I have seen the Mega CD-ROM advertised in several mail order ads. I think Sega now has the product that will blow away anything that the Super-NES can ever hope to do. I want one and plan on ordering it, but will it be compatible with the U.S. CD's when they come out? You are the ones who always get the info first. Should I buy the Japanese Mega CD?

Bill Laporte
Houston, TX



Sega says the Japanese Mega CD-ROM will NOT play U.S. CD games!!

(Ed. Sorry guys. We have just found out, and Sega of America has confirmed it, that only the U.S. Genesis/U.S. Mega CD-ROM systems will play the U.S. CD games. While some of the U.S. Genesis systems (the old

'Altered Beast' systems) when combined with the Japanese Mega CD-ROM systems will play Japanese CD's, this combination will NOT work with American CD' games when they come out. Sega has built in a double protection system that recognizes both the software and the hardware. Save your money for the U.S. Mega CD-ROM. For all the details see the EGM Express and the special 5 page Mega CD section in this issue!)

MORE ZELDA 3...!

I can't believe it! I've been combing every magazine looking for anything new on Zelda 3, and every month - nothing. That is until I saw your January issue. Awesome! I want that game even more than ever! By the way how did you get the info before THEY published it? Print more!

Adam Wilson
Atlanta, GA

The new Link game looks fantastic on the Super NES. I didn't know it was so close to production until I read your article. That is the reason why I buy your magazine. While other magazines are getting excited about the 5 year old Zelda 1 you are out there telling us about Zelda 3.

Lyle Stevens
Chapel Hill, NC

A Link to the Past looks like it is going to be awesome! These are the games which will put the Super NES into the lead in the 16 bit race! Keep up the great S-NES coverage!

John Banes
Denver, CO

(Ed. We are as excited about Zelda 3 as you are and that is why we are giving it four more pages in this issue. You can always count on seeing only the newest games here in EGM.)



Zelda 3 should be one of the hottest S-NES carts this winter!

SYSTEM WARS...PART 2!

Give it up Genesis players! The S-NES has it all over the puny Genesis. Not only do we have all the great companies like Konami, Capcom and Acclaim to make the new carts, but just compare the specs of the two systems. Where is your Mode 7? Then should we compare colors? 64 on the Genesis to the 32,000 for the S-NES! There is only one system and you'll see that in 1992 when there are twice as many S-NES as Genesis'.

Trevor Paton
Nashville, TN

Genesis is number one! The Mode 7 in the S-NES is a joke. Most games aren't even using it. For get all the overhyped specs and compare games. Name your sport and it's there for the Genesis. Action, adventure and RPG are in the stores NOW! If S-NES players want to talk about the future we can only say to you...where is your CD-ROM?

Mark Peters
Phoenix, AZ

(Ed. Sales figures aren't in yet, but Nintendo has already started to lower the price of the S-NES. Hmm --- nice marketing strategy! Also, the S-NES can only display 256 colors on the screen at once. What do you think? Which system is better?)

D-FORCE

SEEK & DESTROY!



16 Bit High-Tech Warfare!

You've got the fastest bird to be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator. If you bail like those before you, we'll all be learning a new language soon.

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You've got the hottest hardware out there. If you think you're quick enough to use it, you're ready for D-FORCE today!



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ENTERTAINMENT SYSTEM

TREASURE MASTER TIPS?

I plan to enter the Treasure Master contest. I have just bought the cart and it is tough! Your tips in the December issue got me through the first level. Will you continue to print tips for the other levels? These prizes are big and the best thing in a long time for the NES.

**Gerald Koeppler
Pierre, ND**

The Treasure Master contest is awesome! I want to win the Fantasy Game Room and I appreciate all the attention that you're giving it! Did you know your tips are a month ahead of the other mags. I have completely mastered the first three levels and can get through them perfectly. How about tips on the last two levels?

**Jason Breese
San Leandro, CA**

(Ed. This is a good example of what we can do by working on a very short lead time. Others which require 3 to 4 months between writing and publishing can't get the tips to you in a timely manner. Tips on levels 4 and 5 are on page 164!)

We also believe that this is a phenomenal contest and have been working with American Softworks to make this the best contest ever! Check out the special contest on pages 126/27. When you call in the contest results just say EGM and if you're in the first 100 to say it, you'll get a free one year subscription to EGM!)

MORE SEGA LICENSES...

I have heard that some of the long-standing Nintendo licenses are now starting to make cartridges for the Genesis. Does that mean that we will soon see Street Fighter 2 (Capcom) and Castlevania (Konami) for the Genesis?

**Robert Sorensen
Cedar Park, TX**

(Ed. You are partly right Bob. Many of the Nintendo licenses like Acclaim, Vic Tokai, Koei and Data East are going to be bringing out Genesis and

Game Gear products in 1992. And rumors are circulating that even Konami is working on Gradlus for the Mega CD in Japan. Capcom, either in the U.S. or Japan has not announced any intentions of producing a Sega game.)

LOWER MEGA CD PRICES

I don't understand why we have to pay so much for the CD games. Cartridges must be much more expensive to manufacture because of the chip costs. However, we haven't seen any decrease in the game prices for the TurboGrafx CD-ROM. Why is this? Is NEC just trying to make a lot of money off of us? Will Sega then take the same approach and charge us much more than it costs to make the disc?

**Geoff Oster
Mesa, AZ**



The Sega Mega CD's like Sol-Feace cost as much as cartridge games!

(Ed. You are partly correct. While it does cost less to manufacture a CD disc, there is much more development costs to create the game program which could be several times as large as a cartridge program. Also, with the capability of running high quality audio, many game companies incur larger costs in creating full length soundtracks. So far, in Japan, the Sega Mega CD-ROM discs are selling for as much as the 8 megabit cartridges.)

SUPER FAMI GAMES ON S-NES

I've owned a Super Nintendo since they first came out on August 23, 1991. I have purchased almost all of the cartridges available, but when it comes to sports games there are a lot missing. I have heard that there is an adapter which will let me play the

Japanese Super Famicom games on my Super NES. There are a lot more great games out in Japan than here and I just don't want to wait for the games to come out over here. Is there such a device as there is for the Genesis/Mega Drive and PC Engine/TurboGrafx?

**Alex Kreit
Oakland, CA.**



The Bridge is one of the many devices which allow Super Famicom games to be played on the Super NES.

(Ed. There are many such adapters on the market. One is called the Bridge and another is the Kuma Connector. Any mail order store can get them for you and, depending if they are made of metal or plastic, they could cost from \$20 to \$40. Basically what they do is extend the cartridge input strip from inside the S-NES to above the system.)

MEGA CD-ROM PRICE..

I was so excited about the CD-ROM from Sega that I called a mail order store to see if I could order one and he said it was \$499. I was very mad! I thought it would be \$370 (not to blame you at all). I love your magazine but you have to get your prices straight. Is there any way I can get one cheaper?

**Matt Hoff
Marinette, WI**

(Ed. You are right there is a large difference in the prices. If you lived in Japan you could buy a Mega CD-ROM for \$370. The mail order stores here in the U.S. have to pay shipping, customs etc. and that is why they charge more. Also what if they buy 100 Japanese Mega CD-ROM drives and then find out that they won't play the U.S. discs (as is the case!)

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"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations.

Time to return to base and trade for weapons and some equipment (hmm, maybe better shields?). I was half



4 unique alien races, each with their own language and culture

musing about the mission to save the universe. Half thinking about

Darlene-β, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from



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jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

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REVIEW CREW



GAME OF THE MONTH

This month's Game of the Month easily goes to that blue, spike haired hedgehog with an attitude, Sonic! Yes, Sonic the Hedgehog on the Game Gear is the proud recipient of our Game of the Month! Not only is it faithfully reproduced on the Game Gear, but improves on the theme by having more levels and being portable! So, if you own a Game Gear, or are thinking about buying one, you will definitely want to check out Sonic the Hedgehog!



S Steve (Mr. Numero Uno) Harris thinks he's got it made now that the Mega CD is here. How about that cool full motion video!



E Ed (Soon, Guy) Semrad is gearing up his camera to give you the complete scoop behind the scenes at the CES! I'm excited.



M Martin (Dude) Alessi is still waiting by the mailbox for his SNES speed-up board to arrive! He'll finish Zelda 3 before that!



S Sushi (No Nick-name) X is sharpening his blades for the CES. His sabres will get a workout, especially in the 8-Bit section!

Super NES - Acclaim SMASH T.V.

Theme: Action Available: Feb.
No. of Levels: 5 Megabits: 8



Yes game show fans, Smash T.V. is on the air! Game shows have taken to the more violent side of man! Your human warrior has only his skill and vast amounts of fire-power at his disposal! As you fight, you can collect big money and big prizes to increase your winnings! If the action gets too rough, bring in a friend for some awesome two player action! Then prepare to fight the bosses, if you can make it!

This is without a doubt the best arcade to home translation I've ever played on a video game system. The graphics, sound effects and especially the bosses are all there! Sure, there are some changes, but the overall look, feel and control of the game is top notch. A winning effort that fans of the coin-op should not miss!

Wow! Great job Acclaim! This is the best game you have ever done! Everything about this game says perfect - graphics, sound, game play! Why don't you tell the whole S-NES industry how you beat the flicker and slow-down problem? While as hard as the arcade version, this still is the best production cart on the S-NES yet!

Smash TV is one of the best arcade to home translations that I've ever seen. The graphics are almost pixel for pixel and the sounds are digitized straight out of the coin-op. The music is all new with some of the original tunes still in tact and the game play is super intense and non-stop. Awesome arcade action!!!

This is definitely one of the most impressive Super NES games available! As a near carbon copy of the coin-op, Smash TV has all of the feel and action of a platinum game. The only thing I miss is the gore from the coin-op. Stepping on a mine just isn't as fun. Never mind, this is a must for fans of the arcade smash!

Super NES - Interplay R.P.M. RACING

Theme: Racing Available: Feb.
No. of Levels: NA Megabits: 8



R.P.M. Racing (Radical Psycho Machines), is a new racing game along the lines of R.C. Pro-Am for the NES. You race a monster truck against three others in a battle to reign supreme! Enter shops after each race to improve your truck with many new items, such as sticky tires, super charged engines, and ultra strong suspension! After finishing a series of races, you move up to a tougher level!

While I give this game high marks for its original execution of the "racing" theme, it just doesn't have the play mechanics nor the visual pizzazz needed to make it a winner. This type of game needs an all-out intensity that unfortunately is missing from RPM Racing. Even though the music kicks, the graphics just chop.

While this racing game doesn't have all the special effects that the F-Zero has it still does things that make it a very enjoyable cart. Racing head-to-head on a split screen is a blast! The competition is intense and even though it is set for the younger player old veteran racers can still have some fun.

Rotation Please! Martin. Well if you are going to make a game for the Super NES why don't you use the special graphics modes? The game play is difficult and the car is hard to control. I believe that RPM could have been a much better with some scaling and rotation built in to give it the needed special effects.

This is definitely NOT one of the most impressive Super NES games available! RPM Racing never struck me as an awesome game to begin with, so don't go looking for high praise on this one. Very few of the Super NES special effects are utilized. It seems F-Zero is the only really cool racing game out there.

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Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



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Nintendo • Capcom

MEGA MAN 4

Theme: Action Available: Feb.
No. of Levels: 18 Megabits: 4



The adventures of Mega Man continue with another exciting sequel, Mega Man 4. However, you will learn much of the Mega Man story in this episode. Mega Man must once again stop the eight evil robots of the maniacal Dr. Wily. After defeating these robots, you must journey through two castles to eventually reach Dr. Wily. Great graphics and a wide assortment of power-ups make Mega Man 4 a terrific sequel!

While you could say that this game is just another Mega Man adventure, the attention to detail that Capcom is pumping into this series just keeps getting better. There are new surprises and the graphics have reached a new high. This title is an 8-Bit safe bet that should appeal to both old and new Mega Man fans.

Mega Man just keeps on getting better and better. While each version is virtually identical to the previous, somehow the game never gets boring. There are a few new twists but it is still more of the same. Like the old adage: If it ain't broke, don't fix it. For some reason seeing Dr. Wily again wasn't a surprise!

Our favorite 8-Bit hero is back for another adventure in Nintendo Land. The graphics are typical Mega Man style and aren't anything spectacular. The music is good but gets repetitive rather quickly. I love the new power-ups like the wire arm. However, the game is still fun to play, and in the end that's what counts.

Capcom definitely has a winner in the Mega Man series! After three titles, I would think that they would move on to the Super NES, but they took a bold step and created another great NES title! The worst problem with Mega Man 4 is that some of the weapons and bosses are recycled from the previous games.

Nintendo • Konami

T.M.N.T. 3

Theme: Action Available: Feb.
No. of Levels: 8 Megabits: 4



Once again, the Turtles have another big mission before them! Manhattan Island has been stolen by the Shredder! To top it off, he has even kidnapped April O'Neil as well! Pick from the famous four and set out to kick some tail! All new moves are here, including some ultra-powerful special attacks! If you are having trouble, invite a friend over to help out! This offers loads of fun in another T.M.N.T. adventure!

This latest Turtles' title does pack a punch, but there are some shortcomings. The flicker problem that plagued the second adventure turns up again in part three. Overall, however, there is a lot to like in this game, which retains the action approach of part two and combines it with the adventure of the original.

Each version of the Turtles, like Mega Man, seems to get better and better. Until some phenomenal breakthrough comes along, the games have reached the limits of the old NES and Famicom is a way of life in 2 player games. Better, and more moves, more variety and better control help make this the best turtles yet!

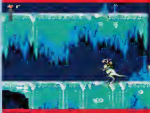
The Turtles are back for their third NES cart. Graphics and sound are improved a bit and the game play has a few new techniques, like the special attack and ability to throw the enemies over your shoulder. The game play is extremely repetitive and really has nothing innovative. I'm not too thrilled with this cart.

Turtles 3 is certainly the best Turtles adventure ever! The graphics are better, the control is light-years ahead of Turtles 2, and the game is huge! Wait until you meet up with Super Shredder! The weaknesses that still exist are the excessive repetition and poor techniques found in Turtles 2. I want to see Super Turtles 4!

Nintendo • Lucasfilm

THE EMPIRE STRIKES BACK

Theme: Action Available: Mar.
No. of Levels: 6 Megabits: 4



Live the adventure of the Jedi Knights once again with The Empire Strikes Back from Lucasfilm. You have many missions to accomplish, like destroying Darth Vader's probes, destroying At-At's, talking to Yoda, and even facing Darth with only a light saber and your wits to help you! Many animated cinema displays relate the story as you progress. The Empire Strikes Back, appearing in a store not so far away!

While this game does manage to capture the feel and continuity of the movie on which it is based, many of the set-ups are too complicated or too laborious for their own good. Instead of appreciating the fine graphics and graphics game play, the action gets bogged down in specific areas and doesn't ever quite get up to speed.

One would expect that these games would have tons of action and fight scenes. They don't. This cart is more of a maze/puzzle game. Your progress in spots is dependent on how well you can jump from block to block and it can get repetitious until you do everything correctly. Still doesn't have the Lucas touch.

This cart has a few new features that show an improvement over the first. The digitized sound effects are really cool and there are a variety of different game play scenes. The Snowspeeder scene is my favorite part of the game. Hey, the people at Cloud City were Jedi, weren't they? Hopefully they'll do Jedi for SNES.

Take a moment to visualize this game. It never really takes the form of a high action video game or a rock steady RPG. It gets buried somewhere in between and slows down right in the middle. While the graphics are excellent in 8-bit, and the story line is great, the game play leaves something to be desired.... fun!

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Nintendo - Jaleco

RAMPART

Theme: Strat. Available: Feb.
No. of Levels: 6 Megabits: 2



Strategy game lovers will really appreciate Rampart from Jaleco. Originally in the arcades, it has now been translated for the NES. Your objective is to build your castle and fortify it with cannons. After fortification, you will be attacked by enemy ships. Destroy them, and you can expand or rebuild your castle with assorted pieces, but do it before time runs out! Rampart is definitely a welcome change to NES!

Rampart, based on the cult coin-op, is a cool combination of *Zero* Missile Command and your run of the mill strategy contests. The game really heated up in the arcades, when several people played in tandem. Unfortunately, what was fun to drop a few quarters in becomes repetitive and uninteresting quite quickly.

Rampart is not a game for the action oriented player even though there is action on the screen. Rather, it is a strategy game, with each succeeding level becoming more difficult to maintain your strength and position. This is a game which makes me think, but it does need more variety to keep you going.

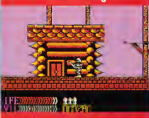
Surprisingly Rampart is one of the most fun to play NES carts that I've run into in a long time. The graphics are very good for an 8-Bit conversion and the sounds actually have digitized voices that rival the Genesis version. The game is just really fun to play and has an addicting quality to it. Repetition was never this fun.

I'm not impressed with this game. It starts as a really cool game with plenty of strategy but then each succeeding level becomes repetitive. Nothing seems to change, and the game becomes easy to master in no time. What it needs is more variety with different types of enemies or something.

Nintendo - Acclaim

WIZARDS AND WARRIORS 3

Theme: Adv. Available: Feb.
No. of Levels: NA Megabits: 2



The evil Malkil has returned in Acclaim's Wizards and Warriors 3. Malkil's power has increased dramatically since he now controls not only the Royal Palace, but the citizens in the quiet town of Piedup. Kuros must find the sacred Mega Gems, as they are his only hope of reaching the Palace. This time, Kuros can even change his disguise to sneak past guards and possible foes!

Although the adventure aspects of this series have been explored more thoroughly in part three, the action is still pretty much the same. I'm not a big Wizards and Warriors fan, but for those of you who are, you will appreciate the extra detail in graphics and animation that the latest title has picked up in its evolution.

The Wizards series continues to get longer and harder with each new game. Those who liked the older versions may not like the RPGish direction that this cart is going in but games evolve and with very few fun quest RPGs around Wizards may have just found a new niche to expand into.

Sequels that don't improve on their predecessors have a history of not doing well. The graphics aren't as good as in 2, and the sounds are nothing to jam through a stereo. The game play is OK but doesn't keep my interest for long. RPG's with Mario style game play just don't seem to make an outstanding cart.

Wizard and Warriors III could use a little innovative thought. This isn't a sequel, it's a rehash of the same game! A real sequel should incorporate so many new techniques and levels that it blows the last one away. W&W III uses the same repetitive action and graphics as the previous two, with not enough improvements.

Nintendo - Konami

MONSTER IN MY POCKET

Theme: Action Available: Feb.
No. of Levels: 7 Megabits: 2



The once famous toy line now has its very own NES game! Choose to play the part of a Vampire or Monster and set out to stomp the fiends that Warlock sent after you! You must journey through the house and find your way to Warlock's lair before he manages to destroy you first! However, you aren't helpless. You can perform a double jump over enemies, and you have a flaming punch to blow away your foes!

Strip away the license and the overgrown background graphics and you've essentially got your standard Castlevania game. The action and combat challenges are not quite as intense, however, which is a disappointment for me, but younger players should have a decent time with this well executed title.

Konami is going after the younger audience with this game. Putting a unique monster, not available in stores, in the box is a good marketing approach, but the older player won't get too excited about it. Definitely for the beginner and as such it is easy enough with enough variety to keep their interest.

Dumb name, great game. I really like the game play and the graphics are excellent for an 8-Bit game. There is lots of parallax scrolling and the boss characters take up the entire screen. This game is bit too easy but is well executed and fun all the way through. A great original title that could make a really cool SNES cart.

The name monster in my pocket is not the best choice. Even though the game is a little above average, it still is too easy for the serious player. The game is really about a six, but they could have made it more interesting for a broader audience. Not much of a challenge for me as I blew through it in no time.

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Genesis - Sega

WONDERBOY 5

Theme: Action Available: Feb.
No. of Levels: NA Megabits: 4



Monster World needs you once again! WonderBoy V continues where the first few left off! The land is being overrun with beasts! Journey through your town and pick up clues from everyone you meet, but some won't be willing to reveal much unless you offer something! Many different magic spells are available to use, as are a wide array of new and powerful weapons to purchase with gold.

Most of you should be familiar with the Wonderboy theme, which is essentially an action variant of Mario and countless other side-scrollers. There's a higher emphasis placed on the battle action and some may think it is overdone, but despite the repetitious nature of play, I was entertained through the early rounds.

The Wonder Boy series always combined the right amount of action in a quest game making it easy enough for a beginner to get interested yet difficult in the later levels for the more experienced player. Now, spruced up with 16 bit graphics this version is the best in the series. Quite a challenging quest!

I'm not into Wonderboy games and this cart is not that exciting to me. The graphics are cool and the sound is good but the game play is kind of boring and offers very little action. I just didn't find this cart exciting enough and I would rather play Super Adventure Island for the SNES. The weapons are neat though.

I really liked Wonder Boy VI it reminds me of games like Y's III, though targeted at kids. The music is excellent, and the graphics are really crisp and clear. The cartoonish characters are vibrant and colorful, adding more splendor to the Wonder Boy series. It may not be the best RPG or action title, but it is consistent.

Genesis - Arena

BACK TO THE FUTURE 3

Theme: Action Available: Now
No. of Levels: 4 Megabits: 4



Marty McFly is on a mission to save Doc from the evil bad guy Buford "Mad Dog" Tannen. When Doc arrived in 1885, Mad Dog has been gunning to get Doc. Marty must set out and save Doc before it's too late. There are four different scenes to accomplish: The Buckboard Chase, Shooting Gallery, Pie Throwing and a final pie throwing stage to finally overthrow Mad Dog. Relive the excitement with Arenal

This game tries to capture the "magic" of the movie, while delivering solid action. In the end, it fails at both. Although the pace of play does match the film, the execution of the different scenes is so poor that I really found little interest in continuing my quest. Nice graphics in some levels, but much too little overall.

This cart needs work. There isn't enough action and the game play leaves a lot to be desired. The game doesn't seem to be directed at a specific age group so I can't say it would be better for the younger players. While it does resemble the movie, and some of the graphics are very well done, it doesn't come through.

Back to the Future 3 should go back to programmers. The graphics look good but that's only when the game is paused. The animation is choppy and the sounds are definitely substandard. This is one cart which is missing the boat entirely. There was no fun at all when I played through it.

Back to the Future 3 is a disappointment from start to finish! The character control is so horrible, scenes that should be simple become overly frustrating! The graphics are good in certain areas, poor in others. What I really want is a RPG encompassing all 3 movies, including cool driving sequences where you travel in time.

Genesis - Arena

BATTELMASTER

Theme: RPG Available: Now
No. of Levels: NA Megabits: 4



Battlemaster is a fantasy arcade adventure set in a world of myth and feudal strife. The land is in ruins, and isolated villages, towns and castles are divided by areas of chaotic monster-infested wilderness. Your task is to restore order by conquering the four kingdoms and handing their crowns to the Watcher. Battlemaster features an overhead display, many monsters to attack and a long quest to keep you involved!

I guess I'm out of touch with whatever this cart is trying to be. While I think it is a strategy-oriented RPG, the overwhelming number of tasks that must be attended to does little more than slow the pace of the "action" to a crawl. Instead of finding fun in the interaction and play, all I discovered was boredom. Nice try.

Granted RPG's tend to move slower and die-hard players say it gives them time to think out the next move. Unfortunately I couldn't find the speed adjustment and I could just barely move along. I normally like a good challenge but this was one of the first games that I gave up on. While the challenge is there, it moves too slow.

If I had actually bought this cart with hard earned money I would really feel disappointed. A 16-Bit game should have good graphics and interesting music but this cart can't keep up with an 8-Bit game. It looks like they've spent more time on the art than on the game. Battle Master loses in my book.

Another disappointment from the programmers at Arenal. This could be a great game, but I become extremely disgruntled when my party fails to keep up with me and get lost. The game play is merely average, as well as the music, but the fun meter just about hits bottom. This game needs more consistency and excitement.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM



Genesis • Sega
CALIFORNIA GAMES

Theme: Sports Available: Feb.
No. of Levels: 5 Megabits: 4



The popular cult classic, California Games, has found a new home on the Genesis. Originally released on the C64 and Atari Lynx, it has been enhanced for the Genesis. Play through five of the best events offered: BMX Racing, Footbag, Surfing, Halfpipe and Skating. Up to four players can compete alternately in the games for added enjoyment! Great graphics and sound make Calif. Games a cart to check out!

Very rarely do multi-event games work for me and this is a prime example. Although the individual events are entertaining, the cohesive threads that could have made this play like a real game are missing. Basically you play each event until you get tired of it. While that may appeal to some, I like more depth in my game.

This game is OK for somebody who has never played a version of this. Unfortunately, it's been around so long, and no company has bothered to change or at least, enhance the cart, that it still looks like the ancient computer game. I would have hoped for something fresh, with new ideas to some old sports.

This is what happens when you try to take a computer game and put it on a video game system. The graphics are very good but the game play is extremely choppy and difficult to control. The games may look a little better but they aren't any fun because you can play them.

Hey! If you really want to play California Games and have fun, I suggest you go out and get the Atari Lynx version! This game just doesn't translate well on the big machines. It reminds me of the vain attempt to put Boxes on the Genesis when it belonged on the GameBoy. It is only average here.

TurboGrafx-16 • NEC
DARKWING DUCK

Theme: Action Available: Feb.
No. of Levels: 5 Megabits: 4



Darkwing Duck, Disney's newest hero, is here, and he is out to stop the forces of F.O.W.L., a newly organized crime outfit. Take on the leaders: Tuskerinni, Megavolt, Molarity and Steelbeak in each of their homelands. Darkwing must collect puzzle pieces to solve the F.O.W.L. mystery. Collect power-ups and eggs to replenish your strength. Darkwing Duck will be available in February.

Darkwing Duck brings together most of the elements that you've seen before in popular action/adventure games like Mario and Sonic. But instead of creating an atmosphere of intensity and building upon the options to enhance the play mechanics, Darkwing Duck just lets you sleep with a lack of interaction and challenge.

Perhaps the younger age group might like this game but it is unlikely because the player control is not precise and leads to a lot of mistakes that should have not happened. A bit more exciting action would go a long way to make this an enjoyable cart. The concept is good, it's just that it never got off the ground.

This game is missing a lot. This goose was cooked before his game to the Turbo. The coolest thing in the game is the magnifying glass on the stage select. The graphics are choppy and the play control really needs work. If you are going to make a game based on a popular character at least make it playable.

I think Darkwing Duck should stick to cartoons. This game is too slow! The game play offers no excitement, no ingenuity, and no fun. Struggling through Darkwing Duck was good for one thing, however; I managed to break my frustration time record of all time. This game is not very well done.

GameBoy • Jaleco
Q-BERT

Theme: Action Available: Feb.
No. of Levels: NA Megabits: 1



Q-Bert is back and he's straight from the arcades to the portable screen. That pyramid hopper has got his job cut out for him! Jump from cube to cube and change each top to all the same color. Even Q-Bert's arch enemy, Colly, is back for his sweet revenge. Of course, if things get out of control, Q-Bert can always jump on a saucer and be returned to the top! For great fun, try Q-Bert on your GameBoy.

As a fan of the classic coin-op, I was pleasantly surprised by the incredible rendering of Q-Bert. Instead of simply recreating the original pixel for pixel, they've added new characters and new patterns to Q-Bert's block world. There are problems with identifying characters as well as difficulty in higher levels, but it's still solid.

Now this is a game that is fun! Jaleco has really got the on-screen character control down perfect. In other versions I would find myself making jumps that I didn't want to do because of the necessary diagonal movements. In this copy the control is perfect, allowing me to concentrate on the game.

I liked the coin-op alot when it came out but that was then and this is black and white. The game play is OK but gets kind of difficult when you have multiple shades of grey to change. Some of the characters are too similar and it's hard to determine the enemies from the good guys. Old games should be better in 1992.

Remember when Q-Bert was a Saturday morning cartoon? That's of us from that era remember the excitement Q-Bert rised at the arcade as well. Let's face it. This guy is just plain cute. The play mechanics are simple enough to learn, and the level of challenge is ever-increasing. Too bad it resides on the Game Boy.

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CIRCLE #202 ON READER SERVICE CARD.

GameBoy - Mindscape

PAPERBOY 2

Theme: Action Available: Feb.
No. of Levels: 7 Megabits: 1



The average paperboy never had it so tough! Paperboy 2 from Mindscape is now available for your GameBoy! Choose from either a paperboy or papergirl and deliver your papers! Watch out for the various obstacles along the way, like tires, cars, gargoyles, and dogs. Pick up more papers to finish your route and then head into the obstacle course to rack up more points in this great arcade translation!

Although this game is not as ambitious as the expanded Super NES version, I think it works better because of its simplicity. Don't get me wrong, it is a good representation of Paperboy, but there are a few drawbacks that unfortunately can't be avoided on the small GameBoy screen. A nice game that should appeal to fans.

Paperboy is a great game for the younger player. Breaking windows and other nasty deeds are always fun things to do, as long as it's on a video game. Decent control, and just a lot of fun. It's a great no-brainer cart for those days when you want to play games but don't want to think. Better than average.

I never liked PaperBoy much but it's not the worst game around. The graphics are good and the game play is decent. The black and white graphics don't do anything for me. The screen is too small and the game is just a little repetitive for a portable cart. If you like Paperboy and have a GameBoy it is a good translation.

Paperboy is one of those arcade classics that never seems to translate very well. Game Boy Paperboy 2 expands on the original, but bombs on the graphics. The blurring effect of the Game Boy destroys the game play, though it has good control. If it were the same game on the NES, it would rate a 7. Retire the B&W, "big N!"

Game Gear - Sega

SONIC THE HEDGEHOG

Theme: Action Available: Feb.
No. of Levels: 15+ Megabits: 2



Sonic the Hedgehog is great on the Genesis, but now he's portable. Sonic for your Game Gear includes all of the original levels, plus some new ones thrown in to make it more challenging! Gather rings and power ups on your quest to defeat the evil Dr. Robotnik, and free your captured forest buddies! Journey through a lush jungle, a bridge zone, and even a warship! Sonic for Game Gear is a game to look for!

This is probably one of the best Game Gear games to date. It is very similar to the 8-bit version of Sonic, which is very similar to the 16-bit version of Sonic. But many Sonic fans may find the new dangers and over adventures a refreshing change of pace and a welcome sequel to the Genesis original.

Game gear cartridges don't come any better! Sonic for the GG is every bit as much fun as it's big brother. The levels are challenging and if you thought Sonic moved fast on the Genesis, wait till you see him on the GG! One item of special note...listen to the Sega' intro. The voice is better than most Genesis carts!

Sonic is the best Game Gear game that I've ever seen. The graphics are spectacular with vivid colors and great animation. The sounds are equally impressive and they've even kept the "SEGA" voice at the intro. The game play is excellent and there are many improvements and game play techniques.

This is an awesome translation to the 8-bit Sega machine! It would appear this will go the same road as Castle of Illusion, adding new levels and challenges to the original 16-bit smash! Even if you own the 16-bit version, I recommend the 8-bit wonder wholeheartedly! I can't wait to see an 8-bit ToeJam & Earl!

Lynx - Atari

XYBOTS

Theme: Action Available: Feb.
No. of Levels: NA Megabits: 2



Destroy and armada of alien intruders in Xybots for the Atari Lynx. These aliens have taken over a space station and it's up to you to clean up! Travel around and waste anything that moves! Find coins to purchase better weapons and equipment from the vending machines. If you find the mission is too difficult alone, hook up the ComLynx for some interstellar two player fun. Xybots will arrive in February!

This is a very good version of Xybots, but I have to start this review by saying I was never really impressed by Xybots in the arcade. As far as the Lynx translation goes, the graphics are crisp, the interaction is good and the overall scope has been captured well. But a good copy of a bad game just doesn't cut it for me.

Xybots is one of those OK type games. There is nothing spectacular about it, but on the other hand there is nothing bad about it either. With some that better than average graphics this is a good cart to buy especially considering the other Lynx games out there. Packs good solid action for decent entertainment.

Sorry, but I don't like Xybots for any system. The game has interesting aspects to it but I get tired of running around in a maze and shooting rather quickly. The graphics are good and the sounds is better than average but the game play is far too repetitive to keep my interest long. Not one of my favorite Lynx carts.

I must give credit where credit is due. Unlike my peers, I thoroughly enjoyed the coin-op and had a blast playing with a friend! This is not just your typical run-and-shoot. You must use caution and strategy to continue on to the next level. Anyway, the translation is nearly perfect except for the non-rotational joystick.

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The information below was supplied by each of the individual companies, and is current as of DEC. 23, 1991.

NINTENDO

Cowboy Kid
Romstar - Action

Die Hard
Activision - Action

Dragon Warrior 3
Enix - RPG/Adventure

F-15 Strike Eagle
Microprose - Simulation

G.I. Joe: The Atlantis Factor
Capcom - Action

Godzilla 2
Toho - Action

M.C. Kids
Virgin - Action

Mutant Virus
American Soft - Action

Quatro Adventure
Camerica - Adventure

Quatro Sports
Camerica - Sports

Rampart
Jaleco - Action/Strategy

Super Spy Hunter
Sunsoft - Action

Sword Master
Activision - Action

Wizardry 2
Asca - RPG/Adventure

Wizards & Warriors 3
Acclaim - Action

SUPER NES

Adam's Family
Ocean - Action

Golden Empire
Culture Brain - Adventure

Gunforce
Irem - Action

Joe & Mac
Data East - Action

Lagoon
Seika - RPG/Adventure

Lemmings
Sunsoft - Puzzle

Nolan Ryan Baseball
Romstar - Sports

Pit Fighter
THQ - Action

Smash TV
Acclaim - Action

Wanderer's from Y's 3
American Sammy - RPG/Adventure



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Adventure Island
Hudson - Action

Beetlejuice
Acclaim - Action

Boggle Plus
Parker Bros - Puzzle

Fighting Simulator 2 in 1
Culture Brain - Action

Infogianius German/English
Translator
Gametek - Educational

Gradius: Interstellar Assault
Konami - Action

Megaman 2
Capcom - Action

Monopoly
Parker Bros - Family Fun

Nail n' Scale
Data East - Action

Prince of Persia
Virgin - Action

Snow Brothers
Capcom - Action/Puzzle

GENESIS

California Slugs
Sega - Action

Chuck Rock
Virgin - Action

Corporation
Virgin - Adventure

Devilsh
Sages Creation - Action

Double Dragon
Accolade - Action

Exile
Renovation - RPG

Marble Madness
Electronic Arts - Puzzle

Phantom
Sages Creation - Action

Rolling Thunder
Namco - Action

Star Odyssey
Sages Creation - RPG

Taminator
Virgin - Action

Test Drive 2
Accolade - Simulation

Valls
Renovation - Action

TURBOGRAFX-16

Night Creatures
NEC - Action

Valls 3
NEC CD-Rom - Action

GAME GEAR

Berlin Wall
Kaneko - Puzzle

Chase HQ
Taito - Action

MASTER SYSTEM

No Games
This Month

LYNX

Rolling Thunder
Atari - Action

Storm over Doris
Atari - RPG

NEO GEO

Football Frenzy
SNK - Sports

Mutation Nation
SNK - Action

Soccer Brawl
SNK - Sports



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GAMING GOSSIP

...Atari Jaguar Transforms Into A Bird...Sega Rides High On The 16-Bit Wave...Game Gear Master Converter...
...Contra 4 Is Actually Contra 3 For The SNES...Sega Mega CD Support...New Nintendo Mario Adventure...

... Jam your joysticks and blow your bombs, Quatermann hath returned with a bucketful of gaming nasties from around the world. This is top-notch goop my Quarter-friends, so sit back and bring your beady little eyes into focus... Let's talk to the hardware heads first - especially you guys and gals who have been following the progress (and lack thereof) of the Atari Panther turned Jaguar. Latest news from behind the closed doors of Atari has the machine christened with a new name: the Sparrow! Going from a cathouse to a birdhouse? Maybe. Yours truly has been told by sources in the know that the Sparrow is somehow related to the Jaguar, but whether or not it is in fact a replacement for the Jaguar has yet to be seen. Atari appears to be taking the machine in a hundred different directions, from multimedia uses to computer to video games. Also, the latest rumors have the Jaguar/Sparrow super system possibly using floppy discs as the main soft delivery system! Hooray! Copy protection heaven! I can't wait to play with a little spinning wheel and match up words before the game will boot! Nice try Hans...

... Moving over to the Sega camp, where truly marauding Christmas sales have enabled the "We're close but always second" gaming corp. to pull ahead and absolutely demolish Nintendo - even with no Pepsi cola tie-ins! The Quatermann gives Sega a big thumbs up for the steps they've taken to become the leaders of 16-Bit as well as... introduce their own Master System to Game Gear convertor. These cool little items have been floating around the mall order houses for the past couple of months. Now Sega themselves will let you take the existing library of 8-Bit titles and pug 'em into your GG... The incredible new Contra 4 for the Super NES is really not going to be Contra 4 at all! That's because Contra 4 is now Contra 3, even though with the release of Contra Force it should be Contra 5. Anyway, the sub-title on this one is Contra 3: Allen Wars... Beware of imported Mega CD's! Those rascally folk at Sega are rumored to have a secret plan that will encode each CD disc, making machines from different countries unable to read the discs from another. Tricky, tricky Sega...

... In other Mega CD news, a flurry of American companies seem to be making moves to join their Japanese cousins in the support and development of softs for the new Sega super system. Some of these names are rumored to include ICOM Simulations, Reactor, Sierra and more! The Q-Mann would have to say that it's still early to see who will rise to the occasion on this new Mega platform, but with some of the full-screen, full-motion video that the one and only has already seen, I'd say the chances for some top-notch softs are great indeed... One of the bigger names that's rumored to be getting into the Mega CD, at least in Japan, is none other than Konami! Their first entry is rumored to be Gradius, but whether or not the game makes it to American shores is still up in the air...

...Here's the rumor of the new year: Nintendo is rumored to be working on yet another Mario adventure. The specifics of this Mario title, however, are different since it will also mark the return of one of the little carpenter-type dude's oldest enemies - Donkey Kong! A 16-Bit update of the original quarter chomper, replete with new scenes and better graphics is rumored to be on the way for release sometime in 1992. Sounds like the type of game the Super NES was designed to make famous... Could Sega be working on a Super Game Module that allow the Genesis to do even more incredible things? I'll tell you first...

...That wraps it up for this thrilling installment of the Quatermann show. I'll be waiting for the Mac-Man's letters to reinforce my inflated ego as well as provide you with the total behind the scenes scoops of the 1992 Consumer Electronics Show in the next issue! Until that time, remember that old pizza is bad for the health and I am the walrus...

- QUATERMANN

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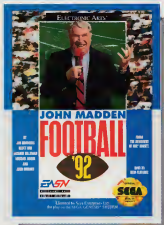
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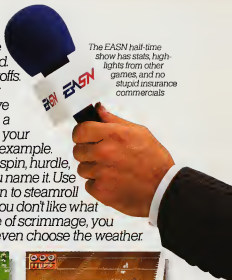
Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



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CIRCLE #111 ON READER SERVICE CARD.

EGM EXPRESS

SEGA ADDS PROTECTION CIRCUITRY TO GENESIS AND U.S. MEGA CD-ROM

Without a lot of fanfare and press announcements (none, in fact), Sega has very quietly changed the circuitry of the motherboard in its new Genesis systems.

The editors at EGM noted this change when the new systems came out late last summer. These systems are easily identified because the change occurred when Sega switched the pack-in cartridge from the old *Altered Beast* game to the newer, more popular, *Sonic the Hedgehog* soft.

At that time, when questioned, sources at Sega stated that the change was made as a cost saving procedure. By reducing the circuitry on the motherboard, production costs would be less. That sounded good, and Sega then passed the cost savings on to the game players by reducing the price of the system to \$149.

A few weeks passed and letters and calls started coming in to EGM from players complaining that some of the unlicensed Sega games would not play on the new 'Sonic' Genesis systems. The game *Onslaught* by Accolade (a company not licensed by Sega) along with a few other very old cartridges, were the ones that readers stated wouldn't work. In addition, now, whenever a game was inserted in the 'Sonic'



The motherboard of the new 'Sonic' Genesis' (top) has been condensed from the older 'Altered Beast' Genesis (bottom) but it now includes protection circuitry.

Genesis systems a new screen would appear before the familiar Sega logo screen. This screen says "Produced by or under license from Sega Enterprises Ltd."

The plot thickens. In November, Sega filed a trademark lawsuit against Accolade, and in December Accolade filed a counter-suit. In this lawsuit, the fact came out that Sega did more than consolidate the circuitry when they made the motherboard change.

Sega, of course has the right to do whatever it deems necessary to maintain the integrity and high quality of the products which use its system, and this circuitry change is a wise move on Sega's part. But, even with this change, the new Accolade games, as well as the Japanese carts still work on the new 'Sonic' Genesis systems, and all is well....Or is it??

Now it's late December and the Mega Drive Mega CD-ROM is out in the stores in Japan. World Net™ sources have sent us a Japanese production Mega CD-ROM so we could see how different the final version is from the prototype. To our surprise, the new 'Sonic' Genesis system, when connected to the Japanese Mega CD-ROM, wouldn't work! The old 'Altered Beast' Genesis worked fine (no protection circuitry), as did, of course, the Mega Drive.

Next EGM contacted Sega of America and spokesperson, Mr. Al Nilsen, confirmed that the U.S. Mega CD-ROM discs will NOT play in either the Japanese or European Mega CD-ROM systems.

World Net™ sources close to Sega of Europe and Sega of Japan have confirmed that Sega has a double system of hardware/hardware and software/hardware protection circuitry built into the Mega CD-ROM operating system chips. In addition, every game CD will also have a special program encoded on them to recognize and lock out CD-ROM systems from other countries! While the 'Altered Beast' Genesis/Japanese Mega CD combo bypasses the hardware copy protection, it will not get past the software/hardware protection coming on the U.S. discs.

Bottom line, don't buy the Japanese Mega CD-ROM as it will NOT play the upcoming U.S. CDs..



When the U.S. Mega CD-ROM comes out, there will be protection circuitry built in the operating system chip!

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If you get this screen when you turn on your Genesis system, it has the protection circuitry built in.



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'GAME GENIE' CLONE OUT FOR GENESIS!!

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It had to happen. With Camerica and Galoob beating Nintendo in court to make the Game Genie legal in North America, the doors were thrown wide open to all types of new program altering accessories. It didn't take the code-crackers long either, as the first Game Genie clone is now available through mail order companies.

This accessory is called the Action Replay from Dattel Electronics in England (Note: this product should not be confused with the Game Action Replay from STD Entertainment here in the U.S.).

The AR works in a similar manner to the Game Genie. Shaped exactly like a Genesis cartridge, the AR plugs into the cartridge slot of the Genesis. The game you want to play then plugs into the AR. When you turn on the system you get a new screen where you enter the passwords. This is done by using the control pad to cycle through the letters. When done you flip the switch on the left of the AR, and then start the game.

The instruction book list passwords for 30 popular Japanese, European and U.S. Genesis/Mega Drive games. Included are ToeJam and Earl, Sonic the Hedgehog, Moonwalker, Batman and Road Rash. In England the AR sells for about \$60. Unfortunately, at the present time, getting code updates is difficult. Bottom line...save your money for the Genesis Game Genie.



Called the Action Replay, this Genesis 'Game Genie' clone allows you to type in passcodes that make you invincible, start at any level or do new tricks!

At the Winter Consumer Electronics Show NEC Technologies announced that they have entered into a joint venture with Hudson Soft Co., Ltd. The new company name is Turbo Technologies and effective April 1, 1992 all TurboGrafx-16 video game products will be developed and marketed by the new Los Angeles-based corporation.

NEC has been running third in the 16 bit game machine race and never could recover from problems that date back to it's original marketing strategy. While the reduction of the game system's price to \$99 last summer sparked some new interest, analysts state that it was just too late to significantly impact on the Genesis sales and it wasn't enough incentive to convert the players who were waiting for the Super NES. Now, with software giant Hudson calling the shots, perhaps the new Turbo will succeed.

EGM has learned that a new company - Multix Inc. of Dallas TX. has just created a game card that plugs into any empty slot on any IBM computer. This game card allows one person to play Nintendo games on a TV while another person runs application programs on the computer.



The Multix Game Card will duplicate the functions of the NES. NES disks will sell for \$5.

The game card performs the same functions as the NES but the major difference is that the NES games will be on floppy disk. Multix will transfer the games to disk thereby assuring that the copy will maintain the same high quality as the original cart. By being on floppy disk, Multix states that the games could sell in the \$5 to \$15 range.

The Multix Game Card will cost about \$90 and it will plug into any IBM computer. It will hold programs up to 2 megabits and can be upgraded to handle the new 4 megabit games. Multix is negotiating rights to use some of the older NES titles from companies such as Sony Imagesoft, Acclaim and Asmik.



Type in the various passwords on this screen then flip the switch to modify the game program!



The TurboGrafx Duo will be coming to the U.S. in August with the 4 TV Sports games as the pack-in disc.



EGM spy photos show NES games being played from floppy discs through an IBM computer!

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INTERNATIONAL OUTLOOK

Kemco / Super Famicom PHALANX

One of the newest shooters to reach the Super Famicom is entitled Phalanx. Special features include the many uses of the Super Famicom's Mode 7 capabilities. The enemy fighters scale in and out of the multi-colored backgrounds, while a destroyed ship will rotate in all directions after being obliterated! Many weapon possibilities are here as well! Before the initial game begins, you may choose from a wide assortment of power ups to use in your conquest to save the Earth! Phalanx may reach American shores by the middle of the year!



Watch for flying space stations that get in your way!



Day or night, the enemy keeps on coming!



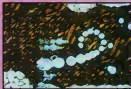
STAGE 1



STAGE 2



STAGE 3

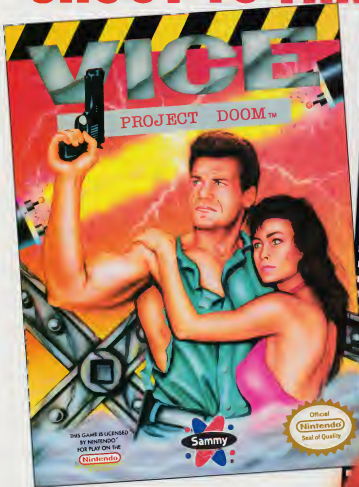


STAGE 4



The second generation of Super Famicom shooters will make extensive use of the Mode 7 capabilities. Check out the detailed backgrounds and huge bosses!

SHOOT TO THRILL!



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Take to the highway in your Super Charged Street Machine!

Blast, whip, and bomb your way in to action!

You and your '64 in a warehouse packed with stolen merchandise and deadly assassins.

A storyline to keep you pleasured to the action.

Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!



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Telenet / Mega Drive CD-ROM COSMIC STORIES

Cosmic Fighter is a shooter of epic proportions! While not only containing beautifully drawn and animated cinema displays, this game is also one of the more intense shooters available! You have been supplied with most advanced fighter in the solar system and it is your job to vaporize an entire armada of alien attackers. A phenomenal game for the Mega CD-ROM.



CD games will have minutes of cinema introductions and intermissions!



Bandai / Super Famicom DRAGON BALL

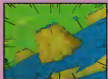
Dragon Ball is a new fighting game for owners of the Super Famicom. Choose from two different heroes; a green mutant, or a heroic human! Battle huge creatures across the land as you journey to defeat the ultimate evil! Pull up the statistic screen and check your health and weapons. Dragon Ball is now available in Japan and could reach America later this year!



Cinema displays help to unravel the story.



Choose from these two characters!



Atlus / Super Famicom METAL JACK

In the future, there is only one true protector of peace. Metal Jack! Armed with a variety of weapons, Metal Jack must rid the once peaceful land of the invading evil. The bosses you encounter at the end of each level are difficult to defeat. It will take all of your skill as a crime fighter to wipe out evil, and restore peace and prosperity to your city! Available soon from Atlus!



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Trash all those other basketball cartridges! **ULTIMATE BASKETBALL™** captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.

Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!

When your men start to drag, you can substitute some fresh blood. It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



Be a part of the action—not just a spectator



See your shots-up close and personal



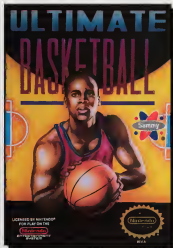
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



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Owners of the Super Famicom will soon have another fighting game to add to their collection! Rushing Beat takes on the likeness of Street Fighter 2, but has the scrolling adventure scenes like Final Fight! The on-screen characters are huge and animate very smoothly. Lots of moves are available, and the enemies are tough! This one ought to give Street Fighter 2 some strong competition. It is scheduled to be available in mid 1992 in Japan!

Jaleco / Super Famicom RUSHING BEAT



Check out these fighting moves! Only SF 2 has more punches and kicks!



STG is another vertical scrolling, overhead view addition to the growing ranks of Super Famicom shooters. As done in the Gradius series, from the opening screen, you choose which weapons you would like to purchase. After that, head out to some serious battles for humanity. Fly your souped-up fighter through the scenarios and blast away all who oppose you! Team up with a buddy for some great 2 player cooperative action! Available in May for the Super Famicom!

Athena / Super Famicom S.T.G.



The popular arcade game, Mercs, was translated for the Genesis. Now, there is a version in the works for the Master System. Unfortunately, it is being done in Europe and probably won't make it over here. All the action and intensity has remained true to the arcade original with little compromise in the scaling down to the 8 bitter. Blow away your captors, power-up your weapons to enormous proportions, and defeat the marauding enemy army. Mercs will be available in July for Master System owners.

Sega / Sega Master System MERCs





K AARON LUKE APPLING ERNIE BARNETT ROBERTO CLEMENTE TY COBB MICKELSON

COCHRANE DIZZY DEAN

GEHRIG HUBBARDSON DIZZY

LEFTY COMEZ BILLY HERRN

JOHNIE MONTGOMERY JOHNNY MIZELL

JOE MORCAN BOBBY VANDERHAAR

BOB RUTH TIGGS SPEAKER

WILLIE MARCELL JOE TORRE HONORIS WAGNER BILLY WILLIAMS CY YOUNG

SPENCER ERNIE UNKLEIN STEVE GARLITON ROBERTO CLEMENTE TY COBB MICKELSON COCHRANE

DEAN WHITEY WING JIMMY ROSS BILL FREEMAN EDD GEHRIG BOB GIBSON LEFTY COMEZ BILLY

HERMAN BOB FENNERSON HARMON KILLBREW WILLIE MACK JOHNNY MONTGOMERY WILLYE MORGAN

JOHN BURNARDSON BROOKS ROBINSON EDD ROUSH BOB RUTH TIGGS SPEAKER WILLYE MORGAN

JOE TORRE HONORIS WAGNER BILLY WILLIAMS LUKE APPLING ERNIE UNKLEIN

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LEGENDS of the DIAMOND

the Baseball Championship Game

BASEBALL'S GREATEST HEROES PLAY AGAIN!

Baseball's greatest all-stars come to life in *Legends of the Diamond*. You are the manager. You select which legendary greats will play on your team, and then you call the shots. Bring in a relief pitcher or a pinch hitter...call for a double steal...hit a home run...dive for a spectacular catch...slide into home! You control every play.

For every kid who ever looked to their sports heroes for inspiration, there have been countless legends of the diamond that rose to the task and made baseball the great game it was and still is today. Now with Bandai's *Legends of the Diamond*, the all-time greats of the game take the field once again!

This is no ordinary NES baseball game. *Legends of the Diamond* has the largest memory chip ever used in an NES baseball game. *Legends of the Diamond* uses this advanced chip to greatly enhance game play and graphics for the most realistic baseball action in Nintendo history!



A percentage of sales will be donated to the Baseball Alumni Team (B.A.T.).
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Circle #119 ON READER SERVICE CARD



Sega / Mega Drive TURBO OUTRUN

Yes racing fans, Turbo Outrun is now available for the Mega Drive! In this exact arcade translation, you must race across the country in a Ferrari Testarossa and attempt to place first! But watch out for the cops, they rarely like high speed racers and are waiting for you. For some added speed, hit your turbo to launch you to maximum speed. Turbo Outrun is available now in Japan and will arrive in the U.S. later this year.



Capcom / Super Famicom FINAL FIGHT GUY

Welcome fighting fans to another edition of Final Fight! This time, Guy has joined the party, but Cody decided to take a little breather! In Final Fight - 'Guy, the levels that were left out of the original are now in this outrageous Super Famicom cart. It isn't scheduled to come to the U.S.



Cody's OK but due to the outcry of thousands of players, Capcom of Japan will bring out a limited production, special edition of Final Fight.



Koei / Mega Drive NOBUNAGA'S AMBITION

Play the part of the infamous ruler, Nobunaga, in Nobunaga's Ambition for the Mega Drive. This version returns you to 16th century Japan to fulfill the great emperor's dream - to stop the bloody conflict between the warring states of his country. Now that it is 16-bit, everything has been enhanced. A great RPG for the Mega Drive!



Sixteen-bit quality shows up in the detailed action scenes of this classic simulation!

Yet another Nintendo licensee starts making Sega carts!

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Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

- Detailed 16-bit graphic
- Realistic sound effects
- Dynamic action
- Monstrous creatures



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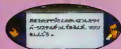
SUPER NINTENDO
ENTERTAINMENT SYSTEM

This new shooter for the PC Engine CD-ROM is fantastic from beginning to end. The graphics are top notch and the music is superb! Hop in your advanced space fighter and blow the advancing alien race back in their own solar system. Choose from an assortment of weapons to help out. Serious intense action and cool music compliment this disc!

Telenet / PC Engine CD-ROM² PSYCHIC STORM



Take on this hideous thing at the end of Stage 1



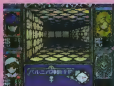
Takara / Super Famicom GPX

GPX is a new racing game from the folks at Takara. You are a race driver in the future piloting a futuristic race car. There are many different tracks to choose from, as well as different drivers. GPX will arrive in mid May!



In this epic role-playing adventure, you play the part of a lone warrior sent by his King to rid the neighboring kingdoms of their evil ruler. This RPG features superb detail in the graphics, and an excellent sound-track to add to the overall feeling of the game. Similar in concept to Dungeon Master with it's first person perspective view of a never ending maze of dungeons! This new adventure will reach the American public later in 1992!

Hal / Super Famicom CARD MASTER



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There is only one objective—to gain the "Heavy Nova" title which is only given to the deadliest warrior in the universe. Can you defeat all challengers to become the Heavy Nova?

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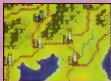
Can you become the "Heavy Nova",
the strongest fighter in this whole universe?

CIRCLE #175 ON READER SERVICE CARD



Lord of the Rising Sun is a new CD-ROM RPG that players will be wishing for. Not only does this game have a huge quest to solve, but each mission has several lengthy intermissions to boot. These give a feeling for what lies ahead! Your objective is to take over and rule all provinces of Japan. This is not an easy task, but it is your mission! A musical score that sounds like true oriental music really adds to this fantastic RPG. Watch for a near simultaneous release here in the States by NEC for our TurboGrafx CD-ROM system.

Victor Musical Ind. / PC Engine CD-ROM LORD OF THE RISING SUN



Since this is a CD game the music is rich and there are numerous soundtracks throughout the quest. The voices will be done by actors and should sound real!



Similar in play to Devil's Crush, this new pinball game for the Super Famicom is a feast for the eyes! The board actually comes alive to wreak havoc on your playing ball. But this is more than a pinball game. You must actually fight bosses to go to the next round. Intense action and a rockin' soundtrack compliment this fantastic game!

Yutaka / Super Famicom SUPER PINBALL



The GameBoy could certainly stick around for awhile with great action games like this. Become a commando and wipe out an alien task force before they control the Earth. Many intense weapons are available to use. The bosses are tough, but you must take them out if you want to succeed. It still is not determined whether or not this game will make it to the shores, but it would make a great addition to anyone's GameBoy library!

Jaleco / GameBoy MERCENARY BATTLEFIELD



Take on this boss at the end of Stage 1



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		T.B.A.	Toy Wrecks	T.B.A.	Destruction	1st Qtr	
		T.B.A.	Wastley (SCD)	T.B.A.	Fatal Fury	1st Qtr	
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DRAGON STRIKES ICE

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IN EARLY '92

or Just Rule It



Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

do™ for play on the

Nintendo
ENTERTAINMENT
SYSTEM™

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CIRCLE #172 ON READER SERVICE CARD.

NEXT WAVE

NEW SOFT NEWS

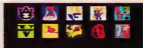
It's show time! By the time you read this the Winter Consumer Electronics Show will be history. Over the past few months we have given you a preview of some of the great softs we were able to uncover. Of course there will be many more surprises as a lot of companies keep their best offerings under wraps till the show but that's no problem as our staff will be there in force with our cameras to shoot everything in sight for the March issue!

Just in, Sega has slipped a couple of new carts into their winter line up including a new baseball sequel and a new action game called Kid Chameleon. Konami gave EGM a peek at Turtles 4 for the Super NES and they have a new game in the works that will be based on the new Batman movie. They have it for the S-NES, NES and Game-Boy. Sega has it locked up for the Genesis. Accolade is moving into the S-NES arena with a second Turrican game and a conversion of the popular computer game Test Drive 2. For the Genesis they snatched up Double Dragon and Super Off Road! Absolute has been burning the midnight oil with Super Battletank and Tennis will be out for the Super NES. Also on Absolute's calendar are Race America and Battletank 2 for the 8-Bit machines. Computer player Spectrum Holobyte is set to enter the 16-Bit wars with Star Trek: The Next Generation for S-NES. Watch for pictures of these and many more surprises in the next issue of EGM!

NCAA BASKETBALL Hal America / Super NES

Basketball games have typically not been too exciting, but Hal America has the perfect solution; NCAA Basketball! Not only does this have intense basketball action, but it fully utilizes the scaling and rotation found in the Super NES!

For example, when the players run around, the court rotates with you for a really dizzying effect. Also, when the ball is passed, the court scales to keep up with the ball! Hopefully NCAA Basketball will make it out this Spring!



Real World Adventure.



UNCHARTED WATERS™

PC Version

- 640K
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support

NES Version

- 5 Meg Cartridge
- 128K RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



High seas adventure and intrigue will guide you through this newest role-playing game from Koei. As a young Portuguese captain in 16th century Europe, you must rescue damsels in distress, accumulate massive amounts of wealth, and restore your family honor. As your sailing skill increases, others seek you out for more important and dangerous missions. Explore UNCHARTED WATERS, you'll discover a motley crew of thugs, villains and scallywags in some of the world's most exotic ports. Your greatest adventure will be to rescue the King's beautiful daughter. Succeed, and his Royal Highness will reward you handsomely!

The battlefield becomes your passport to adventure and world domination as you assume the role of Napoleon Bonaparte. With the French revolution over, you must first gain control of France and then use your new power to conquer all of Europe. You must rule with fairness and diplomacy if you are to continue to build the empire you desire. As you become Master of those around you, men fall to their demise by your command and citizens flock to your side as you charge into battle. For, to play L'EMPEREUR, it is not enough to win a battle, you must also win the war!

L'EMPEREUR™



PC Version

- 640K
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support

NES Version

- 5 Meg Cartridge
- 128K RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



WE SUPPLY THE PAST, YOU MAKE THE HISTORY



Romance Of The Three Kingdoms



Romance Of The Three Kingdoms II



Nohogo's Ambition



Nohogo's Ambition II



Genghis Khan



Battle Kings Of Ancient China

LICENSED BY NINTENDO
TO BE PLAYED ON THE
Nintendo
ENTERTAINMENT SYSTEM™



KOEI

KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415)348-0500

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CIRCLE #166 ON READER SERVICE CARD.

SPANKY'S QUEST

Natsume / Super NES

Spanky's Quest is a new adventure game for the Super NES. Spanky must travel through many stages collecting keys to travel further into the journey! Along the way, Spanky can destroy enemies by using his bubble attack that has five stages of power. There is a total of 5 different stages for Spanky to conquer, with many smaller levels in between! Spanky's Quest may look like a kiddie game, but it will challenge even the most demanding players! Spanky's Quest is more fun than a barrel of monkeys!



You must exit through these doors.



Collect these items to help Spanky!



After collecting enough keys, you exit to the next level!

Stage 1



Stage 2



Meet Spanky's first boss, a killer Apple!

DUNGEON MASTER

JVC Ind. / Super NES

One of the most popular games in Japan is going to be brought over to the States by JVC. In Dungeon Master you must make your way through endless hallways, packed with some of the most hideous monsters ever conceived. The game is set in a first-person 'through your eyes' perspective and the mazes of dungeon corridors are huge! In concept, DM is similar to many of the other dungeon type games but by being an 8 meg S-NES super cart it has superb graphics and smooth enemy animation.

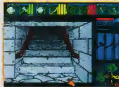


Beyond these doors lies your first boss. If you didn't find the key earlier, you won't get in!



There are many traps awaiting you, like pitfalls and disappearing stairs!

The inventory screen shows all items that you have in your possession!



Design/Direction: Tyson Koloski / Photography: Phil Wender / Special Effects: Hermann Lyman



Electro Brain sends the hottest new video games to ever soar through your screen. Month after month, more mind-charging voltage in high quality gaming. Electro Brain electrifies!

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NOLAN RYAN BASEBALL

Romstar / Super NES

Nolan Ryan Baseball is making a hit wherever it goes! While it may look like a standard fare baseball game, it definitely is not! You may watch a series of cinema displays before the game, and while the graphics throughout the game look cartoony, it's game play is top notch!



The view is from a behind the batter perspective!

You are treated to cinema displays before the game!



KINGS QUEST V

Konami / Nintendo

There is an evil wizard, Mordack, that vaporized your castle for no apparent reason. You, King Graham, must find Mordack and retrieve your castle and family. For help you have Cedric, a wise owl, to give assistance, as well as Crispin, a wizard who can help you in tough situations. Kings Quest V will keep you busy for quite a while, and a battery back up will definitely help. Look for it to come out this Spring.



The evil wizard, Mordack, vaporized your castle!



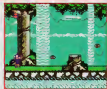
Don't bother the bear, or else....



CAPTAIN AMERICA

Data East / Nintendo

Everyone's favorite comic book hero is now a video game. Captain America is here and he is better than ever! You control Captain America on a mission to stop The Mandarin and his reign of terror. With many offensive weapons to use, such as your shield and your punches you bravely take on the enemy. A very nice feature is the ability to have a two-player simultaneous battle with a friend! Captain America should make it to the stores this Spring



A nice feature is the two player simultaneous mode!



The containers hold many items!



The map charts your progress

The Mistress Of The Wind Will Blow Your Mind.

El Viento

The year is 1928. In a distant galaxy, a monstrous entity awakes and waits. The mighty Hastur lives to destroy, with the power to obliterate a planet. On Earth, he is worshipped by a cult called the Hastur Group. They intend to bring disaster to Earth to wipe out civilization and begin a new order... dictated by the cult of Hastur! To summon Hastur, the plan is to use the Empire State Building as a sacrificial shrine. The only one who can stop them is Annet, a young sorceress from the mountains of Peru, who has telepathically harnessed part of Hastur's power. She controls the elements of the air, possessing the magic of El Viento... The Wind. Yet the Hastur Group has enlisted the gangsters of Vincente's influence, supreme underworld kingpin. Your battle begins in the speakeasies, tenement streets and sewers of New York, against a merciless and cunning mob. Prepare to whirl the mind-boggling elemental power of El Viento!



RENOVATION

1000 AVENUE SUITE 10, LOS GATOS, CA 95030

SEGA GENESIS

RENOVATION LTD. FOR PLAY ON SEGA GENESIS

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ATOMIC RUNNER

Data East / Genesis

Data East has created Atomic Runner for the Genesis. You play a cyborg that constantly runs! Your only protection is your blaster and your powerful jumping ability. Take on huge bosses at the end of each stage and continue your journey until you have defeated the ultimate boss! Look familiar, it was Chelnov in the arcades!



You receive power ups from these spiders!



You can fire in eight directions while jumping!

STAGE 1



STAGE 2



Don't get touched by an enemy, or you'll get stunned!



You have the option of flipping over an enemy!

One of your power ups is this strong boomerang weapon!

STAGE 1 MINI-BOSS



STAGE 1 BOSS



EGM EXCLUSIVE!

SUPER MONACO GP II

Sega / Genesis

Racing fans, have we got a game for you! Ayrton Senna's Super Monaco GP II is here and is it fantastic! If you thought Super Monaco GP was great, this version will certainly change your mind! All of the F-1 tracks are here, as well as some new ones, including Ayrton Senna's personal track! Three different transmission choices are available, and some highly digitized graphics throughout! Super Monaco GP II will come racing into your home by mid April!



Highly detailed digitized graphics fill the screen throughout the game



Your pit crew modifies and repairs your race car!



The view is exactly the same as the original, but the graphics have been enhanced!



Beast Wrestler™

WHEN THESE MONSTERS CLASH THE EARTH TREMBLES

Scientists of the future have developed the ultimate in sports combatants - the Beast Wrestlers. Control your choice of man-made giants in matches that pit fang vs. claw and armor vs. fur! Train your behemoth in combat tactics and supply it with the latest in wrestling weaponry before taking on the veteran monsters.

It's a no-holds-barred battle quest as you strive to defeat fellow mutations in the wildest event ever held in an arena! Crush all contenders on your way to the International title of Supreme Beast Wrestler!

- Pick from a variety of weird and powerful Super Beasts.
- Dethrone the domestic champion to go after World-Ranked players.
- 1 or 2-Player blockbusting action!
- 8 Meg Power!



CIRCLE #113 ON READER SERVICE CARD.

GENESIS
THE ORIGINAL

RENOVATION

957 UNIVERSITY AVENUE, SUITE 10
LOS GATOS, CA 95030

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TRADEMARKS OF RENOVATION PRODUCTS, INC. BEAST WRESTLER, RENOVATION,
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ALISIA DRAGON

Sega / Genesis

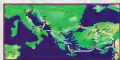
Alisia Dragon is Sega's newest action game available for the Genesis! You play the part of Alisia and you must destroy the evil beings infesting your land. Shoot lasers from your hands to wipe them out! Featuring some of the best graphics and animation yet, this 8 meg wonder is on it's way from Sega!



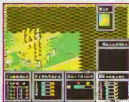
WARRIOR OF ROME II

Bignet / Genesis

Continuing in the great tradition of Warrior of Rome, this second part is even better with spectacular 3-D graphics and more detailed battle scenes! You are Julius Caesar and you must protect your land from the invading armies. Use all of your resources as a commander to stop them while helping your lands to prosper! A long and involved military simulation for the Genesis!



The entire overview of Caesar's lands. You must maintain control at all costs!



You build new fortresses and command centers from this screen!



Julius Caesar



Warrior

THE ULTIMATE STRATEGY SIMULATION
GAME IS YOURS TO EXPERIENCE!



Master of Monsters

Gaya, king of the Dark World, summoned five of his loyal subjects — a fierce warlock, a sorcerer with healing powers, an evil wizard, Nечromensa the master of chaos and confusion, and Samona, who possesses power over all good and evil subjects. Gaya looked over his five masters of magic and spoke: "The time has come to choose a new king, but only one of you will reign. You will use your magical powers to create fighting monsters and ultimately you will live or die. Whoever remains will conquer and inherit my kingdom. Though you may win or lose, each of you must fight to the end to be worthy of ruling my kingdom."

After Gaya spoke, he pointed to a door behind the five masters of magic. "On the other side of the door, I have created a world of the Master of Monsters," roared King Gaya. "Go and fight to your victory!"



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GENESIS

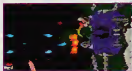
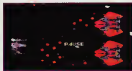
MASTER OF MONSTERS IS A TRADEMARK OF TOYOMIA ENT. INC. LICENSED FOR PLAY ON THE SEGA GENESIS SYSTEM. © 1991 RENOVATION PRODUCTS, INC. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD. RENOVATION PRODUCTS, INC. IS A SUBSIDIARY OF TELENET JAPAN LTD.

CIRCLE #113 ON READER SERVICE CARD.

SOL-FEACE

Renovation / Genesis

The great shooter, Sol-feace, for the Mega CD-ROM is now being converted to a cartridge! All of the great action is here, but the great sounding CD music had to go. Many power ups are available and the levels will challenge any shooter fan! Sol-feace will arrive in May!



The action is as intense as any Genesis shooter to date! The bosses are huge, merciless and well animated. Find their weak point and you will be victorious!



MINI BOSS



STAGE 1 BOSS!



NIGHT CREATURES

NEC / TurboGrafx-16

What do you do when a bat slashes your neck, you become a night creature! However, since you are still half human, all the monsters are trying to kill you. Pick up an axe to chop your opponents, or simply run away from them! Night Creatures is a terrific action game for the TurboGrafx!



Use the hatchet to chop the enemies!



A vampire bat swoops down and slashes your neck, causing you to become a night creature!



The disastrous results when you lose your life in your quest!



Pick up the stars to replenish your health!



This werewolf is a deadly foe!

NEO•GEO®

BIGGER

BADDER

BETTER

THE GAME LORD SPEAKS!

- Get the facts on the only 24-bit system!
- Double your fun with Multi-Link titles!
- A complete library of NEO•GEO titles!
- Locations of NEO•GEO systems near you!
- Complete previews of *Crossed Swords* and *Fatal Fury!*

SNK

Shin Nihon Kōgyō Kaisha, Inc.

ADVERTISEMENT

THE HARDWARE

24 Bit



360° Orbital
8-Way Joystick

Awesome 330 Meg
Capacity

Controlled 4-Button
Simultaneous Firing
Controller

Memory Card Access
Stereo Volume Slide Control
Stereo Headphone Jack

NEO-GEO

THE REAL DEAL

The ultimate question for any megagamer... "what is the most advanced home system on the market?" I would like to settle this once and for all! Take a look at the facts...

Everyone seems to be talking about the new 32-bit processors and the 64-bit system. The 32-bit processor is not exactly new and the 64-bit system is yet to be seen. It has been said many times that to release a true blue 32-bit processor to a NTSC standard television (regular television) would be a waste of time and a waste of money. They would literally have to include a special monitor

with all 32-bit and 64-bit systems (i.e. FM-Towns 32-bit system with VGA monitor). To show all of you who doubt SNK HOME ENTERTAINMENT, INC. and NEO-GEO, the single 32-bit processor would cost more than the NEO-GEO system. A processor can process information all day long but without the proper chips to assist it, it is not going to look any better than an 8-bit or 16-bit processor. The costs of making the system, the support chips, the design and cost of the circuit boards, plus a special monitor, is higher than the nations trade deficit!

CD-ROM is the "wave of the future." Although this technology may be something to get excited about, it has yet to be perfected for video game use. The access time or lag time is the downfall of the CD games.

Nintendo and Sega are both currently in the process of developing CD-ROM for their 16-bit systems. Nintendo will have two different CD-ROM systems and they won't even be compatible with one another. The Sega CD-ROM is planned for release sometime in the future. Even with the new 16-bit processor, the hardware design hampers the CD-

NEO•GEO

HERE ARE THE FACTS!

SYSTEM STATS	NEO•GEO	GENESIS	Super NES	Megadrive CD-ROM	32-bit
Processor	68000+z80a	68000	65816 Custom	MC68000	Possible
<i>Processor</i>					
<i>Speed</i>	12.5 mHz	7.6 mHz	3.58 mHz	12.5 mHz	32-bit
<i>Sound</i>					
<i>Channels</i>	15	10	8	18 (10 + 8)	Computer
<i>Colors</i>					
<i>Displayed</i>	4096	64	256	64	Systems
<i>Colors</i>					
<i>Available</i>	65,536	512	32,768	512	
<i>Maximum</i>					
<i>Sprites</i>	380	80	128	80	
<i>Sprite</i>					
<i>Size</i>	16 x 512	32 x 64	64 x 64	Unlimited	
Retail					
Price	\$649	\$149	\$199	\$149+\$500=\$649	\$5 per k

ROM. Sega enthusiasts boast the CD memory capabilities. WOW! INCREDIBLE! BIG DEAL?! It takes them close to a year to program a 4-megabit game. How long will it take them to program anything with memory that even resembles that of the NEO•GEO? Keep in mind that CD is capable of vast storage capacity and both Sega and Nintendo will only be utilizing approximately 20% of its full memory capability. It still doesn't compare to the NEO•GEO's 4,096 simultaneously displayed colors, 380 Sprites, and full-screen multi-layers. Anyone who knows CD-ROM knows that any access time (time it takes

while loading) is like an eternity of waiting compared with NEO•GEO's zero access time. Unlike Sega and Nintendo, we don't make you buy add-ons to get quality games. They have come to the edge of their limit and to try and compete with NEO•GEO would mean buying yet another add-on!

65,536 colors, 4,096 simultaneously displayed at one time, 15 stereo sound tracks, 380 sprites and multi-layer screens that fill the entire screen. All this, instantaneous memory access, omni-directional scrolling and rotation, enlarging shrinking,

fade and scaling! This entire 330 MEG package of power comes in one complete set and you will never have to buy add-ons or a monitor to compete with the other guys. For the record, "what is the most advanced video game system in the world?" NEO•GEO, a professional arcade system with the same hardware found in our No. 1 selling Multi-Video System is the only answer for any megagamer. A friend of mine once said, "NEO•GEO is bigger, badder, better," and I say, NEO•GEO is the Real Deal.



THE GAME LORD SPEAKS

To put it in words... to write it down... that is walking on hallowed ground, but it is my duty. I am the Game Lord and one of my specialties is to say things that cause havoc, debates, and arguments. In the last episode of TGLS, I made a statement about our memory capability and it has gotten blown way out of proportion! Michael Baldeon informed me that people on Worldnet and Prodigy were debating that issue, and I can honestly say that half of them didn't believe the immortal Game Lord. It's really quite shocking, but it doesn't matter because NEO•GEO obviously has the best graphics and sound of all systems. *Crossed Swords* (50 MEGs) is visually one of the strongest games around.

Any computer artist or programmer can tell you we don't cut any corner when it comes down to it.



One question that many people ask me, "Will NEO•GEO come out with a Handheld?" SNK will not release a portable system like NEO•GEO Advanced Home Entertainment System. You see, when a video game company starts making handhelds, that means they have to split up the work force. Instead of having the whole Research and Development staff working just on their home system and developing more games for it, some of the programmers have to develop handheld software. When our competitors release an 8-bit system, 16-bit system, CD-ROM, and a handheld, and have to write software for each system, it could get ugly. This is not the style of NEO•GEO, therefore, we will not release a handheld. Our 12 third party companies and SNK's 300 programmers strong Research and Development staff will never worry about handhelds and can concentrate on the only professional video game system on Earth.

How many times do you hear Nintendo or Sega claiming arcade quality graphics? What happens when you buy their game and the graphics (the sound is even worse) are not even close to arcade games? Aren't you tired of it all? Finally, one system with everything you want from a video game system... the NEO•GEO is here. The only true professional arcade hardware and software. Sounds like it could be an advertisement, don't you think?

People think that Chad and I downplay the Sega and Nintendo, but don't get us wrong, we like Sega and Nintendo. See for yourselves, though, because when you want the best game system in the world, **Quality is what you expect... and get from SNK, Home Entertainment, Inc.**

CROSSED SWORDS



MAGICIAN LORD



FATAL FURY



HOT TIPS

THE MULTI-LINK FEATURE

One thing that the Handhelds have that most home video game systems lack is what we call the Multi-link feature. A feature first seen on computers and in arcades. The Multi-link is the ability to connect two or more complete NEO•GEO systems together. Both systems run parallel and each player is playing interactively in the game. NEO•GEO Multi-link cartridges have a port where the Multi-link cable is plugged into and instead of making you buy a special cable from SNK, you can use a

NO MATTER HOW YOU ADD IT UP,



= TWICE THE FUN!

standard phono-jack to phono-jack connection cable for the Multi-link cable.

Multi-link will add new dimensions to gaming and bring a whole new meaning to the words, "2-player simultaneous game play." In the arcades, games like Cyberball 2072, Final Lap, Cadash, Steel Talons, and Chicago's battletech center have incorporated the Multi-link feature into their games. Cyberball 2072 shows how we can make a football game (vertical scrolling) that hides plays, always gives us a good perspective (I hate playing defense going down the screen), and is the best four player football game ever. The other games show that simulator racing, helicopter, Mechwarrior, and jet plane games can only be played (more than 1 player simultaneous) with a Multi-link action. Our Riding Hero (42 MEGs) is a great example of this. Although League Bowling's (28 MEGs) Multi-link is purely used for 4-player simultaneous play, at least everyone knows that we have that capability.

The NEO•GEO Advanced Home Entertainment System has 330 MEG capability, 380 sprites (16x512), and the processor speed of 12.5 megahertz. This means that because of our huge

memory capacity, we will have Multi-link games with play fields as large as life. You can also be sure that because of our processor speed and number of sprites, our 4-player simultaneous games won't flicker and slow down as much as the other guys. All in all, with the power of the NEO•GEO and Multi-link capability, the future can only look bright for the only true professional video game system. NEO•GEO is the Real Deal.

RIDING HERO



42 MEGs



LEAGUE BOWLING



26 MEGs



GAMES



**62 MEG
2 PLAYER
ALT**

TOP PLAYER'S GOLF

Scan the course in any direction, then drive the ball to your specifications using one of more than 4 professional golfers on one of two beautiful courses.



**26 MEG
4 PLAYER
MULTI**

LEAGUE BOWLING

More challenging than the real lanes with two lanes bowling at the one time. Put down the hot dot and test your pin-popping skills. Multi-Link feature!



**46 MEG
2 PLAYER
SIMUL**

NINJA COMBAT

You'll need sharper reflexes than a samurai warrior to survive relentless advances from Meeb and Lee.



**42 MEG
2 PLAYER
MULTI**

RIDING HERO

Treacherous mountain curves and ocean straight-aways dare you to bet your money on either the GrandPrix, Role-Playing or Multi-Link modes.



**55 MEG
1 PLAYER**

THE SUPER SPY

Punch, kick, and stab your way through terrorists who have taken over a high rise and threaten to destroy your city. Real in-your-face action.



**55 MEG
2 PLAYER
SIMUL**

GHOST PILOTS

You're a flying ace on a secret mission. The skies are filled with enemies. Keep your finger on the trigger because the action gets pretty fierce.



**50 MEG
2 PLAYER
SIMUL**

BASEBALL STARS PROFESSIONAL
Real voice announcers and umpires make calls for 20 teams in the best baseball game you'll ever experience.



**50 MEG
2 PLAYER
SIMUL**

CYBER-LIP

The super computer controlling thousands of berserk androids has taken over the futuristic space colony. Your mission: To destroy Cyber-Lip.



**55 MEG
2 PLAYER
SIMUL**

NAM-1975

Experience the incredible realism of battle-scarred vets returning to Vietnam to accomplish a bloody mission.





55 MEG
2 PLAYER
SIMUL

ALPHA MISSION II

The bloody war continues in the year 2525. Protect Earth from alien invasion in this vertical space shooter.



55 MEG
2 PLAYER
SIMUL

KING OF THE MONSTERS

Wrestling action like you've never seen before. It's a battle of the baddest sci-fi monsters ever. Destroy cities while you destroy each other.



55 MEG
2 PLAYER
SIMUL

SENGOKU

Two modern samurai warriors join forces to stop the evil warlord who's trying to take over the world. Use special powers as you encounter evil forces from the past, present, and future.



46 MEG
2 PLAYER
SIMUL

SUPER B-MAN

He runs as fast as lightning. The eighth Super robot, Super B-Man, is here to save the world.



46 MEG
2 PLAYER
ALT

MACICIAN LORO

Conquer beasts of evil in vicious battles to find the 8 sealed books of wisdom, all while changing your identity.



46 MEG
2 PLAYER
SIMUL

2020 SUPER BASEBALL

Futuristic robotic baseball. Choose from over 15 teams to play against a friend or in tournaments. State of the art graphics, with instant replays, close-ups, and real voice commentary.



46 MEG
2 PLAYER
SIMUL

ROBO-ARMY

Robotic action. 2-player simultaneous. The evil Dr. J. creates an army of robots. The Government send out a special task force known as Robo Army to destroy the evil enemies.



47 MEG
2 PLAYER
SIMUL

BLUE'S JOURNEY

Only you can guide Blue through these unusual towns, by jumping and gathering more power to make it to the next level.



54 MEG
2 PLAYER
SIMUL

BURNING FIGHT

Enter the streets of a crime-ridden city, as street gangs, martial artists, and your own friends keep you slugging for dear life.



50 MEG
2 PLAYER
ALT

CROSSED SWORDS

See-thru 1st person sword fighting game. Super powered knight warriors battle their way through Medieval times.

ON THE WAY



FOOTBALL FRENZY

Football action like you've never seen before! Zoom in on blitz plays. Choose from over 10 different teams to play one-on-one or in tournaments. 2-player simultaneous.



THRASH RALLY

Put the pedal to the metal and burn rubber in 8 different cars, trucks, and motorcycles in this overhead perspective racing bonanza. Multi-Link capability.



FATAL FURY

Competition fighting with the ability to fight each other or 1-player against the computer. Travel to different cities to fight the best street martial artists in an attempt to make it to Geese to fight THE BEST OF THE BEST. 2-player simultaneous.



SOCCER BRAWL

Futuristic robotic soccer game. Choose from over 10 different teams, with the ability to play one-on-one or in tournaments. 2-player simultaneous.



LAST RESORT

Horizontal shooter. Aliens invade the world and you are called in on a mission to destroy them. You control the space fighters through treacherous war zones to protect the world. 2-player simultaneous.



MUTATION NATION

Action punch 'n kick game. A mad scientist carries out deadly experiment with genetic chemicals. The 2 heroes set out to destroy ghastly "mutated" enemies. 2-player simultaneous.

Real Arcade Games from NEO•GEO

**MORE TO
COME!**

BASEBALL STARS PROFESSIONAL II

This is baseball at its finest. All the features of our original version and more. Play in leagues and tournaments.

KING OF THE MONSTERS II

New Sci-fi monsters, new fighting arenas and killer voice sound. This will be the definite summer blockbuster game!

ART OF FIGHTING

You'll never play a fighting game like this. This will be the number one action fighting game of all time! 2-player simultaneous.

**TOP
SELLERS**

1. Magician Lord
2. Baseball Stars Professional
3. NAM-1975
4. Sengoku
5. Blue's Journey
6. Ghost Pilots
7. King of the Monsters
8. Crossed Swords
9. 2020 Baseball
10. Ninja Combat

**EVEN IN THE
ARCADES, SNK IS
KING OF THE MONSTERS!**

best video software*

MODEL/MANUFACTURER	RATING	DIST.
1. STREET FIGHTER II [H] (Capcom) (8)	9.53	90%
2. WRESTLEFEST [H] (Technos) (2)	8.93	63%
3. SUPER BASEBALL 2020 [S] (SNK) (2)	8.37	29%
4. EIGHTMAN [S] (SNK) (1)	8.20	5%
5. KARATE BLAZERS [H] (McO'River) (1)	8.17	6%
6. CLUTCH HITTER [H] (Sega) (6)	7.85	37%
7. VENDETTA [H] (Konami) (2)	7.68	21%
8. CROSSED SWORDS [S] (SNK) (3)	7.64	37%
9. BURNING FIGHT [S] (SNK) (5)	7.53	38%
10. SENGOKU [S] (SNK) (8)	7.51	58%
11. HIGH IMPACT [H] (Williams) (9)	7.49	56%
12. BLUE'S JOURNEY [S] (SNK) (5)	7.33	11%
13. FINAL FIGHT [H] (Capcom) (21)	7.18	88%
14. KING OF THE MONSTERS [S] (SNK) (7)	7.08	50%
15. GUN FORCE [H] (Irem) (6)	7.00	22%
16. RAIDEN [V] (Fabtek) (15)	6.98	46%
17. OFFROAD TRAKPAK [R] (Leland) (18)	6.91	43%
18. MVP [H] (Sega) (14)	6.71	27%
19. NINJA COMBAT [S] (SNK) (13)	6.49	47%
20. VIOLENCE FIGHT [H] (Taito) (17)	6.48	20%

[H] horizontal

[V] vertical

[S] system

[R] retrofit

* November 1991 Replay Magazine

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CROSSED SWORDS

One thousand years ago, the evil of the man Nausizz devastated the land of Belcana, but fell into a deep, dark, sleep. During his timely slumber, the mage Katasis built a powerful kingdom by uniting several countries in the near vicinity.

Suddenly, a huge castle rose in the Krugia Mountain after only one night. Nausizz had awakened, and his appetite for evil was large. The valiant knights of Angster had no special skills with which to battle against the magical evil of Nausizz and his enthalls.

Eventually, two brave knights, Edmond and Richard stepped forward and set out to destroy Nausizz once and for all. These two heroes have special magic and attacks that match their pure intentions and good will. When Nausizz kidnaps the fair princess Clore, their hearts are filled with a rage that cannot be denied. Help them banish the evil in Belcana!



In the first area, you learn of the treacherous wrong-doings of the Nausizz armies.



Traveling in the forest, it is best to bring a friend! Dab Goblins are around every turn.



Journey to the Tower of Matius to thwart the demons flocking there. Your task becomes much harder now, but the rewards are great!



Many of your enemies reappear in stronger, faster, more intelligent versions. You will need to use all of your skills to survive.



Buy new weaponry from Raocster. The elusive Scarecrow sword holds a mystery.



Each new weapon has a better magical power and more attack strength. Some magics are defensive, while other are offense.



**PUTTER RAT**

This is the weakest enemy you'll face in the battlefield.

**PUTTER RAT II**

Putter Rat II is far more powerful than it's cousin.

**DAB GOBRIN**

Dab Gobrlns infest Belkana with their foul intentions.

**DAB GOBRIN II**

Dab Gobrln II is a faster version of evil and chaos.

**GREEN KNIGHT**

The Green Knight is strong, but slow enough to spar with.

**RED KNIGHT**

The Red Knight is faster than his evil green cousin.

**GREEN FLYER**

He is a winged version of the Green Knight, and little faster.

**RED FLYER**

This flying knight is as strong as he is fast. Magic helps here.

**DRAGON WORM**

Use your Berserker Rage against this fiery demon.

**RED WORM**

The Red Worm has even worse breath than its brother.

**DEMON GOAT**

The Demon Goat cannot be hurt while he spins.

**DRAGON FLY**

The sting of the Dragon Fly is deadly. Block low.

**FORCE OF LIFE****UP+A+B**

The first special attack consists of mystical charging of your life force, which is then transferred into your weapon and released toward your opponent. Since this attack shoots at enemies in the background as well as in the foreground, it can provide a powerful ace in the hole against certain area bosses. This uses life points, unfortunately.

**BERSERKER RAGE****A+B**

The second special attack is certainly the most devastating! In certain cases, you can wipe out the entire life bar of your opponent! When you press A and B simultaneously, you will use your fierce training as a knight and slice your opponent to ribbons in a flurry of slash-attacks. This wears you out a little, but it can prove invaluable in battle.

**SOUL BLAST****DOWN+A+B**

The last special attack is a powerful burst of purity that comes straight from your soul. This flash of goodness weakens evil creatures, and in some cases, destroys them entirely. This special attack can be vital in close one-on-one encounters with the enemy. It will not damage far away enemies, but it will knock back even the strongest foe.

The Game Lord's
Pick of the Month!



FATAL FURY

In any sport or competitive event, being the best is the highest honor to achieve. But, the road to being the best can be "Fatal." Jeff Bogard was the reputed best in street fighting and was a threat to evil men like Geese Howard. To control Southtown, Geese kills Jeff and no one was left to oppose him. Ten years later, Jeff's sons, Terry and Andy Bogard set out to avenge their father's death. Howard's control has grown so big that the only way to get to Geese is to compete in the King of Fighters Tournament.

Choose between three characters on your way to Geese. Joe Higashi uses Taiboxing martial arts and is fast with his kick. Terry Bogard trained on the streets and developed his own street fighting style. Andy Bogard, younger brother of Terry, uses karate and has the easiest special attacks. Each character has more than 4 special moves each included with the standard kicking and punching attacks. Play against a friend or play 2 against the computer and fight each other.

Fatal Fury: King of Fighters is one-on-one competition fighting at its best. Superb graphics, fluid animation, and a NEO-GEO quality soundtrack make this the greatest home game ever! This game will definitely be talked about for years, and because of the two player competition, I don't think your friends will ever let you put this in the closet. Only games of this magnitude get dubbed, "The Game Lord's Pick of the Month!"



Peo Peo Cafe
Take on Richard Myer, whose last feet will keep you on your toes.



West Subway
Duck King has a ball attack that can send you lly'ing! He is easy to throw.



South Town Village
Billy Kane carries a mean stick, and he knows how to use it! Low kicks work.



Sound Beach
Michael Max is ready and waiting with his deadly Tornado Punch!



The Happy Park
Hwa Jai is a Tai boxer with an awesome Rocket Kick. Hit him high.



Geese Howard
Here's your chance! Geese is waiting. Time to unleash your Fatal Fury!



Howard Arno
Tung Fu Rue is not all he appears to be. Prepare for quite a surprise!



Amusement Park
Raiken is as big as a tank! If he gets close, you won't last a second.



Bonus Rounds
Test your finger speed and stamina with a quick game of arm wrestling!

TERRY BOGARD

Terry Bogard, oldest son of champion street fighter Jeff Bogard, took to the streets after his father's murder. There,

he learned his unique style of fighting, with no rules, no inhibitions. He is the focus of his rage when he fights, taking no prisoners, and never surrendering, despite the hopeless odds.



LIGHTNING FIST

↓ ↙ ← A



Terry's lightning fist can catch most opponents off guard, with excellent results.

NAPALM PUNCH

↓ ↘ → A



This punch lines the ground with fire to toast your foe.

SCREWDRIVER

↓ ↑ A



The Screwdriver works wonders on a stunned opponent. It is powerful, but has little reach.

FLASH KICK

↓ ↙ ← ↖ B



The Flash Kick does incredible damage to anyone foolish enough to jump into it.

ANDY BOGARD

Andy Bogart was very young at the time of his father's death, but he began to study the martial arts immediately,

fueled by revenge. He met up with a small Japanese martial artist who defeated him in competition. He learned that size is not important and began training with his new instructor.



ACROBAT KICK

↙ ↗ B



Andy's Acrobat Kick is easy to execute and does tons of damage.

FORCE WAVE

↓ ↙ ← A



The Force Wave will create an energy ball.

ELBOW SMASH

↙ ↗ A



The Elbow Smash works well against many enemies who bat you away.

WINDMILL PUNCH

↓ ↘ → ↗ A



Like Terry's Flash Kick, the Windmill Punch is powerful, but has a small range.

JOE HIGASHI

Joe Higashi knows the brothers' pain, and as their best friend, he is determined to put an end to the mad-

ness once and for all. He has trained his mind and spirit feverishly for the upcoming war, and nothing will stand in his way. He fights for the honor of avenging Jeff Bogard's needless murder.



ROCKET KICK

↓ ↘ → ↗ B



The Rocket Kick is a devastating blow to your opponents.

CYCLONE PUNCH

↓ ↘ → ↗ A



The Cyclone Punch packs a wallop! Only use it on slow enemies.

DRAGON PUNCH

A rapidly



This is a multiple punch combo that destroys enemies who like to block punches.

FLAME KICK

↙ ↗ B



The Flame works just like Terry's Lightning Fist, but does more damage to the enemies.

ACCESSORIES



The original NEO•GEO BIGGER, BADDER, BETTER T-shirt, NEO•GEO on back. Very Cool! **\$14.95**



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Official Doggie Seal Pins. Pin them on your hat, belt, or give them to your friends! **\$.95 ea.** (minimum 10 per order)



Double reinforced padded bag holds Gold System & 3 games **\$ 49.00**



Water resistant nylon bag. Great for your NEO•GEO, or trips to beach, gym, or the courts. **\$39.00**



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Save 19 to 27 Games in this Lithium Battery Memory Card. **\$29.00 ea.**



POSTERS

Huge 24x36" full color posters suitable for framing for your living room, or entertainment center. **\$14.95 ea.** **SNK**

It's the only 24 Bit Home Arcade System

Its got real arcade games and real arcade graphics!

...and 15 track stereo sound, 7 tracks for real voices!

Yeah, and this 4 button controller with an 8-way joystick!

I think I just wet myself!

Video Games Aren't Kidstuff Anymore!

If you think today's home video games are designed for the just recently potty-trained pubescent, get off the couch and discover the DAT of home video entertainment. NEO•GEO.

This ain't Pong or Pac Man. NEO•GEO's highly sophisticated electronics bring the technical superiority of 24-bit, real arcade graphics right into your home!

State-of-the-art, 4-dimensional characters come screaming right in your face, enhanced by more than 65,000 dazzling colors.

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15 tracks of stereo sound (including 7 dedicated to real voice speech!) will rock you to the bone!

You can become a cunning super spy. A bad ass bazooka-wielding madman. A major league home-run hitting hero. Or just about anything imaginable!

It's time to quit whining and grow up. Add NEO•GEO to your arsenal of home entertainment toys and play with the big boys.

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The Super Spy



Baseball Stars Professional



Sengoku



Top Players Golf

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SOFTWARE ETC.
COMP USA

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BULLOCK'S
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In New York:

MACY'S
SAVEMART
NOBODY BEATS THE WIZ
TOYS-R-US (Manhattan)
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THE NEO•GEO GOLD SYSTEM

- 24 Bit/330 Meg Hardware
- Two 3-Way, 4 Button Joysticks
- Your Choice of (One) of Four Games
 - Magician Lord
 - NHL-1995
 - Baseball Stars Professional
 - Fatal Fury



**It Just Might Be
Too Hot
To Handle.**

VALIS

What would you think if your best friend went on a date with the King of the Dark World — because she thought he was cute? You'd think she'd been duped — and you'd be right. The beautiful King of the Dark World stands poised to conquer the other worlds of the universe: the Dark World of Queen Yellia, and the Human World. Enemies and his five Dark Lords have taken the role of Yellia from Queen Yellia and sealed it into a Phantom Jewel. Only a heroine with a heart perfectly balanced between Yin and Yang can wield the Sword of Valis against the encroaching darkness. Yellia, a young student from the Human World, is the chosen one — and you will control her. Don't let her become the greatest warrior in the universe, never accepting defeat and never someone's little girl. She will not be afraid of anything, but against her closest friend from the Human World — because she warned, "Don't go out with him, he's the King" — and before she could finish her fierce rant of love, he'd kissed her.



RENOVATION

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SEGA GENESIS
CLASSIC EDITION

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THE SEGA GENESIS SYSTEM

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WORLD CIRCUIT SERIES

Konami / GameBoy

Hop in your F-1 racer and take on the best racers in the world in World Circuit Series by Konami. Choose new parts to improve your racer and set out to win! Watch out for the opponents as they will do anything to win!



Great overhead view and good handling!



TOP GUN

Konami / GameBoy

Take to the skies in an F-14 Tomcat in Top Gun for the GameBoy. Blow the enemy planes out of the air with your heat seeking missiles and machine guns. Top Gun will be available in April for your GameBoy.



Top Gun is a great game for the GameBoy! There is plenty of action and the graphics are great!



TINY TOONS

Konami / GameBoy

The popular cartoon series, Tiny Toons, now have their own GameBoy game. Babs wants to learn how to be an actress, so Buster, Hampton, Plucky, and Dizzy must help her fulfill her dreams!



MISSILE COMMAND

Accolade / GameBoy

The Earth is under attack from an alien race and it's up to you and your missile bases to stop them! Target your cross hairs on the missiles and fire away! Old arcade hits don't fade away they come back as GameBoy carts!



Journey Through an Ancient, Magical World

exile

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

- Buy weapons and magical potions to increase your strength and vitality!
- Search for powerful magic to defeat the invaders of the desert!
- 3 modes of gameplay; interactive RPG, vast map scrolling and intense hand-to-hand combat sequences!



RENOVATION
PRODUCTS

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LOS GATOS, CA 95030

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HAND-TO-HAND COMBAT



R-TYPE

**KUNG FU
Master**

You'll Love These Smash Hits!

Two of Irem's most popular arcade hits are now available for Game Boy. With the same eye-popping visual punch and exciting action you've come to expect from Irem.

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CIRCLE #158 ON READER SERVICE CARD

SUPER R-TYPE

**SUPER-
CHARGED
FOR 16-BIT!**

**IT'S SO
INCREDIBLY
GOOD IT'S SCARY!**

Get your hands on the deadliest thing in the Universe to 3-D action. Eye-ball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type® has it all! Grab the controls and enter a whole new dimension of realistic play. Your skill is all that stands between hero R-Type and the rampage of terror wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you won't believe your eyes—or ears. Look for Super R-Type, coming to your planet soon.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Nintendo

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Redmond, WA 98052

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CIRCLE #158 ON READER SERVICE CARD.

TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

CASTLEVANIA 4

(Konami/Super NES)

Secret Passcodes - These are best for reaching all of the levels and for the final boss, Draculal

Be sure you do NOT enter any name on the password screen. The symbols go in the boxes in

the following order. Whip your way through all of the levels in this intense game!

2ND QUEST
LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



LEVEL 6



LEVEL 7



LEVEL 8



LEVEL 9



LEVEL A



LEVEL B



LAST LEVEL



LEMMINGS

(Sunsoft/Super NES)

Awesome Passwords - Here are quite a few codes to keep you busy with this addicting game! Go to the password

option and put in these codes so you can advance to higher levels. More to come next issue!

FUN

TRICKY

TAXING

MAYHEM

LEVEL 1. HCNUPDR

KORIHCI

URIHOAN

IHSOWUY

LEVEL 2. AOBYEKU

IHCAHOG

AKIKNEG

PNATTEP

LEVEL 3. TERUKAY

UKORADE

NAHCNAG

ANIARA

LEVEL 4. HADONUR

MUKASSI

ONAKASO

TTATAAG

LEVEL 5. USIAZNO

AYSUUYN

OISNEDN

IJUKARA

LEVEL 6. SINEMAT

URIAGNU

ASURUSN

KATUOSI

LEVEL 7. URERUZU

KOABENA

NISUKAY

NIHSETI

LEVEL 8. KAHUKAK

HINEUON

INIAKES

USAGAKA

LEVEL 9. IEKOZIO

EUKUTAD

NUFOGET

NOHOYIA

LEVEL 10. SOUKANO

UUYSSIE

IURAARA

TUMENES



Fun with whole
Flintstone family

Plenty of
prehistoric pals
and funny foes

Surprising new
friends in the
future



THE FLINTSTONES

The Rescue of Dino & Hoppy



BEDLAM IN BEDROCK!

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Nintendo
Seal of Quality



Turn your watch back a few million years and join the whole Flintstone family in prehistoric pandemonium. A visitor from the future has taken Dino and Hoppy, Fred and Barney's pets, for his prehistoric zoo. You have to help Fred get them back and restore happiness to Bedrock.

You must journey through Bedrock collecting pieces to build a time machine. Watch out though, primitive foes will cause many woes! Bikeman, Frankenstone, King Snake, and Saber Tiger are just a few of the unfriendly obstacles you and Fred will have to outsmart and outwit. Take advice from

your friends in Bedrock too! They can provide helpful hints and key clues.

Well, you'd better get moving. You still have to figure out how you're gonna use Fred's one-on-one basketball skills, build that darn time machine, rescue your beloved pets, and much, much more! Wow! You're gonna be awfully busy.

Don't worry though; this comical adventure and Fred's encouraging "YABBA DABBA DOO!"™ will leave you in stone-age stitches.

Nintendo
ENTERTAINMENT
SYSTEM™

T&T
THE ONLY GAME IN TOWN

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CIRCLE #151 ON READER SERVICE CARD.

VIKING CHILD

(Atari/Lynx)

Level Codes - If you are having a difficult time with the levels in this adventure, these codes will allow you to begin deeper into the game. Choose the option that says, "Enter Code" and put in the

password that corresponds to the level where you would like to begin.

Dan Gilardoni
San Jose, CA



Level 3

OMEGAMAN



Level 5

PATRICIA



Level 7

REDDWARF

RYGAR

(Atari/Lynx)

Floating Shield Trick - At any point in the game, throw the shield, and while it is moving, press Option 1 and Pause at the same time to restart the game. When you start the next game, the shield will float in midair and stay in front of you. After you fire the shield again, it will return to normal. Although this cannot be used as a method of attack, it is a cool glitch to see.

Aaron Epstien
Rochester, NY



BATMAN: RETURN OF THE JOKER

(Sunsoft/Nintendo)

Level Codes - Are you having trouble getting past the Joker's minions? Here are all of the level

codes to make things quite a bit easier. Just choose the password option and enter these codes.

Dale R. Beebe
Regina, Canada



Level 1-2
MDRR



Level 2-1
NMLL



Level 2-2
NWKL



Level 3-1
LGZQ



Level 3-2
GPTW



Level 4-1
GNXF



Level 4-2
KHCN



Level 5-1
QGVN



Level 5-2
WBZT



Level 6-1
FFHG



Level 6-2
CKQG



Level 7-1
GPZT

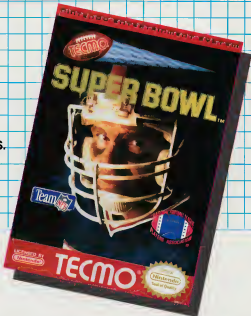
ATTENTION!

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- WITHOUT THIS LOGO,
YOU CAN'T HAVE REAL TEAMS.



- WITHOUT THIS LOGO,
YOU CAN'T HAVE REAL PLAYERS.



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AND A LIST OF STORES WHERE I CAN GET TECMO SUPER BOWL.

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ADDRESS: _____

CITY _____ STATE _____ ZIP _____

AGE _____

Send To: **TECMO INC.**
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Carson, CA 90746

JOHN MADDEN '92

(Electronic Arts/Genesis)

Final Game Code - Here is a code to get you past the season and playoff games and go right to the final game. With this code

you will play as Chicago against Buffalo. Put in this code on the password screen when you continue the playoffs.

Phillip Kondos
Chicago, IL

B3FM8FB5



SUPER E.D.F.

(Jaleco/Super NES)

Weird Scrolling Title - Plug in the second controller. Before you turn on your Super NES, hold the second control pad in the UP position and hold START at the same time. You will see the title scroll in a different manner than normal.



CASTLEVANIA 4

(Konami/Super NES)

Hidden Rooms - There are three hidden rooms within the fourth Castlevania adventure. Once you get to these rooms, you will be

taken to a section that has a massive amount of power-ups. The pictures below show the sections and how to get to them.

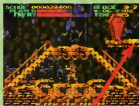
Get powered up in these secret rooms of fortune!



LEVEL 3-1



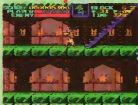
LEVEL 6-2



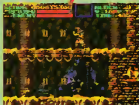
LEVEL 9-2



Whip these sets of blocks and you will be able to enter here.



Break this block in the floor and climb down the stairs.



As you step on the block, you will be taken to this screen.

NEW FOR GAME BOY®



TECMO BOWL

Based on the famous arcade and NES games. Now you can take the super action of Tecmo Bowl with you, anywhere! Whether you're playing against the computer, or a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version.

FEATURES:

- 1 or 2 Players
- 12 Pro teams
- Run plays/Pass plays
- Coach mode (You call the plays)
- Passwork continuation
- Real team players
- 11 Week season
- Cinema screens
- Passwork compatible with the Nes Tecmo Bowl

FEATURES:

- Single player action
- Superior graphics
- Special power-ups
- Hidden ninja life force
- New ninja skills
- Challenging new "Bosses"

NINJA GAIDEN SHADOW

Now for your Game Boy! Fight with the all new Ninja Gaiden "Shadow" through his awesome new adventure, in the future. Collect the secret ninja power-ups to gain energy and ninja life force. Use the new ninja "Ninshaku" Rope and the "Art of the Fire Wheel" to defeat your enemies. Use your proven ninja skills, and techniques to fight your way through the many challenging new levels and "Bosses".



NEW FOR NES™



NINJA GAIDEN III

★ Thrilling new cinema screens
Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds.

★ Exciting new power and weapons
Over the years Ninja Ryu's fighting skills have improved to include fantastic new powers and weapons.



★ Action packed Ninja adventure
Can you get Ryu through his most challenging last adventure, as he battles the hideous ancient forces of darkness to save mankind?

FEATURES:

- Game continue mode
- 5 Special weapons
- 6 Power-ups
- New cinema screens
- 8 New "Bosses"
- New action techniques

■ THE ULTIMATE NINJA CHALLENGE ■

TECMO®

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CIRCLE #123 ON READER SERVICE CARD.

SUPER MARIO BROS.

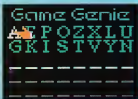
(Nintendo/NES)

Game Genie Codes - Here are some great codes that will bring new life to your old Super Mario Brothers game. You must have a Game Genie unit to make these codes work. Enter the following

TELLEY - Mario falls up.
PGAETT - Shadow Mario.
GGAEXP - Striped board.

Here are some strange levels!

PGAOKK,SGAOKK,
SAGOOK,TAKOKK, AGIOPK



passcodes and get ready to try some crazy levels! Practice with different letter combinations as you may stumble onto a new code!



Send it in and get a free game!

Reynard Moore
Duluth, MN



SUPER MARIO BROS.

(Nintendo/NES)

Game Genie Code - Here is another code specifically for Game Genie owners. Enter the password: POEISA. Now, when Mario runs into enemies, he will be powered-up and get 1000 pts. per enemy hit!

Brett Logsdon
Eureka, IL



SUPER MARIO BROS. 3

(Nintendo/NES)

Game Genie Code - Have you ever seen floating goombas? Well, this code, specifically for the Game Genie, makes your enemies appear at least one inch off of the ground. Just enter six 1's on the screen.

Password: 111111



NINJA GAIDEN

(Nintendo/NES)

Game Genie Password - Start off with 13 men in this classic game. You must have a Game Genie for this trick to work. Enter the code:

IAUVLZE

Now, you have a good head start on the enemy!

Reynard Moore
Duluth, MN



TENGEN has the hottest arcade hits for your GENESIS!

These Tengen games are now available from Sega Enterprises, Ltd. for play on the SEGA GENESIS SYSTEM. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

PAPERBOY

This game really delivers! It's the most fun you can have on a bike!



SEGA GENESIS

Buy your TENGEN games at Toys "R" Us, Kay-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc. and other fine retailers. Or call 1-800-2-TENGEN to order.

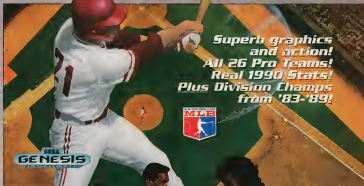


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RBI BASEBALL 3

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Superb graphics and action! All 26 Pro Teams! Real 1990 Stats! Plus Division Champs from '83-'89!

SEGA GENESIS



PIT-FIGHTER

Digitized graphics of live action for the meanest, nastiest, hand-to-hand combat!

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8 MEG

SEGA GENESIS

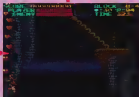
CASTLEVANIA 4

(Konami/Super NES)

Invisible Staircase - On the level right before Dracula, there is a staircase leading into his domain. There is also a massive drop from the platform into the depths of the unknown. Luckily, things are not what they seem. If you take a large jump off the edge of the platform (shown in the pictures), you will find yourself on an invisible

ledge that will lead down some stairs going to the left. Go as far as you can to the left and power-ups will fall in large quantities. Collect 99 hearts, a triple boomerang and the best whip. Be careful of falling off the edge when going back, and get ready to face Dracula!

Richard A. Piwowar
Villa Park, IL



SUPER E.D.F.

(Jaleco/Super NES)

Invincibility Code - Now there is a way to become invulnerable to enemy fire in this hot shooter. At any point during game play, put the game on pause by pressing START. Now press

these buttons in this order: A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT. Now, when you begin playing again, your ship will be invincible.

Note: You will have to put this code in each time you start a new level.



Pause the game at any point.



Enter the code and the game will start again.



This time you will be immune to all enemy firepower!

WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we are ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and oodas! If we print your tip, we will give you credit in these pages as well as a free game of our choice (you can pick the system!) Get the best tips anywhere and get a great game as well from the magazine that is first with the best secrets on all the game systems - EGM! Mail tip to: Tricks of the Trade, Sendai Publications, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

Sendai Publications, Inc. is not responsible for the submission of similar or identical tips, and is not obligated to award the game code to those people who submit information that has already been printed, was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Limit one game per person per issue. Final selection of games is up to us. * The alternate game systems are: NES, Game Boy, Game Boy Advance, PlayStation, Saturn, Sega Saturn and Sega Saturn. Void where prohibited by law.

SHARPEN

Now Skills

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

PRINCE OF PERSIA™ will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your Game Boy®!

You may be swift and cunning enough to slash your way past palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?

▶ "An unmitigated delight."
NIBBLE

▶ "A tremendous achievement."
COMPUTER GAMING WORLD

▶ "Prince of Persia" is the
Star Wars of its field."
COMPUTER GAMING WORLD

ENTERTAINMENT
PROGRAM
OF THE YEAR
COMPUTER
ENTERTAINER

▶ Fluid, stunning
animation and quick
responsive controls.

▶ Movie-like storyline
with intrigue, romance
and surprising twists.

▶ Twelve levels with many different
opponents of increasing difficulty.



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LICENSED BY
Nintendo **GAMES**

Virgin Games, Inc. 18061 Fitch Ave., Irvine, CA 92714 TEL: 1(800) VRG-IN07

CIRCLE #115 ON READER SERVICE CARD.

BATTER UP

Namco

Batter Up has proven itself to be a worthy baseball game. Pick your team and field, then play ball!



BERLIN WALL

Kaneko

In Berlin Wall, you must dig holes to capture your enemies. Similar in play to Lode Runner.



CHESSMASTER

Sega

Now you can play chess anytime with Chessmaster for your Game Gear. A great game for thinkers!



CLUTCH HITTER

Sega

Clutch Hitter is another great baseball game for the Game Gear. Lots of action and great graphics!



DEVILISH

Sage's Creation

Similar to Breakout. Bash through the different layers of walls before time runs out!



HALLEY WARS

Sega

Blast through the galaxy to defeat the forces of evil. A great vertical shooter for the Game Gear.



JOE MONTANA FOOTBALL

Sega

Take Joe on the go with your Game Gear. Pick your play and head onto the field for some great football action with Joe Montana!



JUNCTION

Bignet

In this brain teaser, you must move the pieces of the puzzle around to create a safe pathway for your sphere to travel on.



LEADERBOARD GOLF Sega

LeaderBoard Golf has a new home in the Game Gear. Choose from a wide array of clubs and courses to play on in this latest golf game for the Game Gear!



SHINOBI Sega

Play the part of Shinobi and rid your town of evil forces. Travel through four areas to defeat the rulers of the land!



NINJA GAIDEN Sega

Take your trusty Dragon Sword and rid the land of evil ninjas. Great action that's faithful to the original.



PACMAN Namco

Pacman is once again on the go. Your yellow dot gobbler has all the great caton of the arcade.



POPILS Tengen

The beautiful princess has been kidnapped by the sorcerer Popils. Rescue her by punches blocks!



SONIC THE HEDGEHOG Sega

Sonic's back for more fun on the GG. All the same levels are here, as well as a few new ones!



SPACE HARRIER Sega

As a Space Harrier, you must rid evil in a 3-D fast paced world. Exciting graphics and game play!



GAME GEAR CLASSICS

With all of these new releases appearing in the stores, let's not forget some of the original titles that made the Game Gear so popular. We like to call these carts, Game Gear Classics. These safts are available in the stores now, so check 'em out and see why they're so great!

Castle of Illusion - Sega
Columns - Sega
Dragon Crystal - Sega
G-Loc - Sega
Psychic World - Sega
Putt and Putter - Sega

Revenge of Drancon - Sega
Slider - Sega
Solitaire Poker - Sega
Super Monaco GP - Sega
Woody Pop - Sega

JOE MONTANA IS THE ONLY QB



Picture: Joe Montana Football*

Blockade
(included with system)



Shiner Monaco GP



Shinobi



Castle of Illusion starring
Mickey Mouse



Slider



*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes. **Available in November. SEGA, Game Gear, and all game titles are trademarks of SEGA.

GOOD ENOUGH FOR OUR LINE.

Joe Montano quarterbacked his San Francisco team to 4 Super Bowl titles. Now, Joe Montano Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays, scramble, pass and score just like Joe Montano, pro football's "Athlete of The Decade". But Joe Montano Football is just one of many stars in our all-star line-up. Game Gear has lots of super games with many more on the way. Games that test your intelligence, stamina, and reflexes.

TV Tuner.....



Simulated television picture.

That takes you to fantastic worlds where sorcery and magic rule. Games of skill and chance. Popular arcade hits and some you've never seen before. 60 captivating titles available during 1992. And Game Gear's color screen is sharp, bright and portable. So you can play anywhere, anytime. Game Gear, Joe Montano, and a full line of super titles. It's a sure winner. At home, and on the road.

GAME GEAR™
16-BIT PORTABLE SEGA GAME SYSTEM

World Class
Leaderboard Golf



G-Lac



Ninja Golden™



Space Harrier™



Solitaire Poker



AERIAL ASSAULT**Sega**

In this shooter, you must set out to stop the wave of attackers threatening to destroy the world!

**AX BATTLER****Sega**

Ax Battler is an action and role playing adventure in one! Sure looks a lot like Golden Axe in the action scenes!

**CHASE HQ****Taito**

Race your police car through traffic to nab the bad guys by blowing up their car. Great arcade adaptation.

**CRYSTAL WARRIORS****Sega**

Crystal Warriors is a new RPG for the Game Gear. Gather up your party, equip them and head out!



PRINCESS
EXP. 4444

HP 28/32

MP 26/26

EL. EARTH

AP 18 BP

LK 16 SP

FIVE CASTS
A HEAV. SPELL!

HP. 16/30

EL. EARTH

HP. 30/30

HP. 59/65

FANTASY ZONE**Sega**

Retrieve your galaxy's fortune that was stolen from the Menon Empire. Buy new weapons with accumulated money.



WIN NBA TICKETS!!!

BILL LAIMBEER'S *Combat Basketball™*

NAME THREE TEAMS THAT APPEAR IN ANY OF THE FOUR LEAGUES IN THE GAME AND WIN BIG WITH ELECTRONIC GAMING MONTHLY AND HUDSON SOFT

GRAND PRIZE You will receive 2 tickets to the NBA basketball game nearest you. Plus, a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

FIRST PRIZE Three people will receive a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

SECOND PRIZE Six lucky winners will receive a Super Nintendo Bill Laimbeer game cartridge.



NO PURCHASE NECESSARY
Call the Hudson Soft Hotline to get the names of the teams!
1 - (415) - 495 - HINT

To enter the contest, just do the following:

- 1) Name three teams that appear in any of the four leagues from the Bill Laimbeer game for the Super Nintendo Entertainment System or call the Hudson Soft Hotline to get the team names.
- 2) Write them down on a postcard.

Send us your answers along with your name, address, and age to:
Hudson Soft Bill Laimbeer Contest
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois, 60148

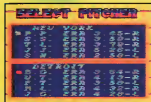
Contest Rules: All entries must be received between December 31, 1991 and February 15, 1992. Odds on the judges are not liable for lost or misdirected mail. One entry per person. The purchase necessary to enter. Prizes are not transferable. Rights in tournament names are available. Publisher of Sports Publishing Group, Inc. at Hudson Soft, Inc. and their affiliates are ineligible to enter. Hudson Soft and Sports Publishing Group, Inc. and their affiliates are ineligible to enter. Hudson Soft and Sports Publishing Group, Inc. are not responsible for any loss of prize or prize. Winners names and prize information may be used by Hudson Soft, Inc. and Sports Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Odds of prize: Grand prize \$1000, 1st Prize \$100 (twice), 2nd Prize \$50 (twice). Subsequent prizes depend on availability and a cash equivalent may be substituted. Transportation to and from the game is the responsibility of the winner.



CLUTCH HITTER

BATTER UP!!

The bases are loaded and it is the top of the ninth. You are down by three runs, and a grand slam here would win the game and get you in the World Series. All of the pressure is on you. If you hit this ball out of the park, you can be the hero of the whole town (and maybe star in a few commercials), but if you mess it up, you may find yourself traded to a new team. Do not let the pressure get to you! Another good thing, since you will be playing this game on the Game Gear, you will be able to take



all of this great action anywhere!

In this game, you can be any team you want from the 26 professional baseball teams in existence. Once you have picked your team, you play the role of the manager. Therefore, you can pick who your starting pitcher will be, and, if he starts to lose his edge as the game progresses, you can go to the bullpen for a relief pitcher.

When you are pitching, you can



put in pinch hitters for your weak batters, especially when it is the last inning and your pitcher is at bat. Learn how to make the appropriate substitutions, and you will be unbeatable.

Unlike most baseball games, you do not have to play a full 9 inning regulation game every time you play. In Clutch Hitter you have the option of playing either a five, seven or nine inning game. This will be helpful because you can finish a game even during short trips.

The game play is similar to most other baseball games, but there are a few new twists. When you pitch



the ball, you pitch away from you (into the screen), but when you hit the ball, the ball comes towards you (out of the screen) like RBI Baseball. When pitching, you can choose from four different pitches. You can throw a fastball, slowball or a curveball to either the right or the left. Make sure not to curve the ball too much, as you may hit the batter and give him a free trip to first.

Keep the pitches low and leave the other team swinging!!!



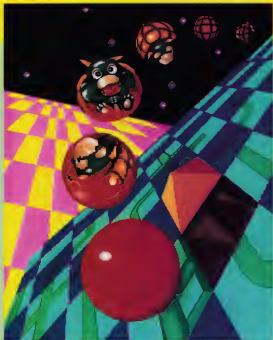
If you hit the batter, you will get to watch him limp around a bit, but you will also give him a free stroll to first!



It is not a great sight but if you don't play your best, you might be the manager of the team who goes crying into the locker room when the game is over, and you have lost!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	SPORTS	100%

Fun to watch, and
 even more fun to play.
 Junction is an action game
 masterpiece!



JUNCTION™

SEGA
GAME GEAR

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 TEL. 011(561)1370



THE
 PUZZLE
 GAME



SIMPLE TO LEARN
 IMPOSSIBLE TO
 MASTER

AVAILABLE EARLY
 DECEMBER
 1991

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CIRCLE #175 ON READER SERVICE CARD.

THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GAME GEAR SYSTEM.
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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	EASY	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	7	ACTION	100%

The Lucky Dime Caper

STARRING

Donald Duck



TRY TO FIND THE LUCKY DIMES!

The unspeakable has happened! Magica Dispell has taken Uncle Scrooge's four lucky dimes and Donald's Nephews! Now you must try to get them all!



HUEY'S JAIL



The desert terrain holds terrors like a boulder-tossing statue.



Run through the forest but watch out for the animals. Search through the trees for the hidden 1-ups!



LOUIE'S STOCKADE

MAGICA'S CASTLE



You have reached the palace! You will find new enemies but watch out for the ghosts!

You must guide Donald through swamps and under water to fight a giant lion.



DEWEY'S PRISON



THE BURNING LANDS



Tread carefully in this land. Flame throwers and hot lava will slow you down!

Hammers are very strong, but have a very short range of attack!

THE HAMMER!

THE ARCTIC WASTES



Now, you will be blown by winds, be attacked by snow men, and even slip and slide on the ice blocks!



THE BROILING DESERT



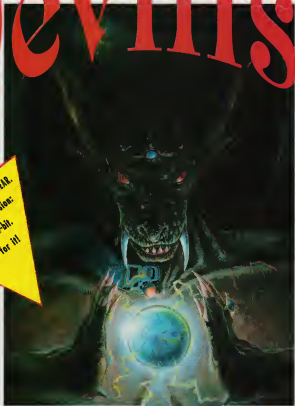
Quicksand and flying harpoons are your main problems. Be sure to find the hidden 1-ups!

Even though the disk is weak, you can now attack upwards.

THE DISK!

Devilish

Get Devilish for GAME GEAR.
The next possession:
GENESIS II-bit.
Watch for it!



Breaking Up Is Hard To Do.

Especially when you're playing this game. If you think you've seen this one before, you're right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offensive and defensive, just to even up the odds. But don't get us wrong. You'll like this game. You'll just have a devilish of a time getting through it alive.



12062 Valley View, Suite 250/ Garden Grove, CA 92645/ (714) 893-0309

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CIRCLE #112 ON READER SERVICE CARD.



COLOR PORTABLE VIDEO GAME SYSTEM

RECHARGEABLE BATTERY PACK



If you're tired of buying batteries to power your Game Gear, why not try the portable battery pack. It has built in recharging capabilities and attaches to the rear of your Game Gear.

MASTER GEAR CONVERTOR



With this exciting new peripheral, you can now play all of the existing Master System carts! This is one of the most asked for Game Gear accessory and now it's available from Sega!

CARRYING CASE



This lightweight case has two separate pockets. One is padded for the Game Gear, and the other holds 8 to 10 of your favorite cartridges!

DELUXE CARRYING CASE



This deluxe case holds your Game Gear, 10 carts, batteries, manuals, and even has a shoulder strap to ease carrying! It is made of durable nylon and has a zippered pocket!

AC ADAPTER



Why not save your batteries for when you are on the go? With an AC adapter for the Game Gear, you can play all your favorite titles without using batteries. Just plug it in to a wall and start playing!

GEAR-TO-GEAR CABLE



With more and more multi-player games making their debut, the only way to access this great capability is with a Gear-to-Gear cable! You and a friend can go head-to-head for some serious gaming action!

CIGARETTE ADAPTER



If you are going on a long road trip, this cigarette lighter adapter will become a must have item. When plugged into a lighter outlet, you will have endless hours of video gaming to keep you busy!

WIDE GEAR



To see even more detail in the Game Gear's screen, check out the Wide Gear. This unit attaches to the bottom of the Game Gear and really brings out the action of your carts!

TV TUNER



Opt for the TV Tuner for your Game Gear, and you can watch your favorite shows on the Game Gear's high resolution color screen. This unit is available now!

Hit the Links at Lunch

GAME GEAR™ UP FOR 18 HOLES



Super Golf for Game Gear. A full color golf simulation with the slice of life. Spin it, draw it, hook it, fade it, cut it, give it a little left to right, punch and run, or crock a slice O.B. This game plays real.

With Game Gear's new Super Golf you have full control over your style of play. Pick your club, set the tee, and make your shot. It's all up to you! Super Golf will test your skill, and keep you coming back.

For Single Players to Foursomes, kids and adults, and for amateurs and pros. Tee up to the challenge, get Super Golf for Game Gear today!



Look for Devilish
for Game Gear
AVAILABLE NOW!

**SAGES
CREATION**

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(714) 893-0309

WIN A SEGA GAME GEAR!

ENTER AND WIN BIG WITH SEGA™ AND
ELECTRONIC GAMING MONTHLY

GRAND PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, GAME GEAR T.V. Tuner, and an Official NFL Football personally signed by Joe Montana.



FIRST PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, and an Official NFL Football personally signed by Jon Montana.



SECOND PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge) and an Official NFL Football personally signed by Joe Montana.

THIRD PRIZE!

Official NFL Football personally signed by Jon Montana, a Jon Montana T-Shirt, and 1992 Video Game Buyer's Guide.



FOURTH PRIZE!

An Official NFL Football personally signed by Jon Montana.



50 FIFTH PRIZES!
A Joe Montana T-shirt and a 1992 Video Game Buyer's Guide.

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Contact Rules: All entries must be received between February 10, 1992 and April 10, 1992. 100% of the prizes are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Regrets or incomplete entries are ineligible. Employees of Sega Publishing Group, Inc. or Sega of America and their affiliates are ineligible to enter. Sega and Sega® reserves the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by Sega of America and Sega Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand (\$400), First (\$200), Second (\$100), Third (\$75), Fourth (\$50), Fifth (\$25).

To enter the contest, just do the following:

- 1) Think of a wild, wacky, crazy or totally cool Game Gear Accessory or Game Gear Game that you think Sega should come out with.
- 2) Write it on a POSTCARD along with your name, address, age and phone number to:

Joe Montana Game Gear Contest
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois, 60148

BUMP AND GRIND!

CHASE H.Q.™

- Buckle-up! It's the Law!
- Increased Speed Zone Ahead
- No Insurance Necessary
- Crusty Crooks and Cool Cars



Welcome to the force, kid. In order you're aware that the CHASE task force is a high risk unit. We handle all of the high-speed, car chase operations. Crime is at an all-time high and it seems like the scum keeps gettin' cars that are better and better. So, our outfit is equipped with specially armored and supercharged models. These puppies can flat out fly!

Speed's the name of the game, kid. If you've got a feather-foot, you're in the wrong department. You'll be goin' 180, hit the special nitro, and WEEEE-HAAA! Believe me, your hair will be standin' at attention. If you think those

punk crooks are just gonna pull right for ya, think again! You'll actually have to aim 'em right off the road. You gotta be careful of civilians too, otherwise the captain will fly off the handle. He'll be the least of your worries.

GAME GEAR™
HOME PORTABLE VIDEO GAME SYSTEM

These criminals are bad news and have a habit of chewin'-up reckless rookies like yourself. You've gotta be bold and use your brain. Bad decisions will just make you a dented tin can that's slowin'-up traffic. This isn't a nice game of bumper cars, Rookie. In this game, nice guys finish last!



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CIRCLE #161 ON READER SERVICE CARD.



TAITO™
 THE ONLY GAME IN TOWN.

GENESIS MEGA-CD

THE FIRST HANDS-ON TEST OF THE U.S. SYSTEM!!

The long awaited Mega CD-ROM went on sale in Japan on December 12, 1991. Lines of players started to form hours before the Japanese game stores opened and when they did, the entire shipment of systems sold out within the first hour!

Why all the excitement? Let's tear apart the system and dive into the first batch of games to find out!

EGM has been able to get from a Sega licensee a prototype U.S. Mega CD-ROM system. We will compare the not only the U.S. and Japanese systems but also the European and Southeast Asian Mega CD-ROM drives!

SEGA U.S.A. MEGA CD GOALS

Mr. Al Nilsen, Director of Marketing: "Our goal is to make the Mega CD format the standard of the industry for CD-ROM gaming. We want to become the VHS of CD-ROM. This actually fits in very nicely because JVC, which developed VHS, adapted Sega's Mega CD standard"... "Our software will clearly show people things that you can't do on a cartridge based system."



EGM gets the first 'hands-on' test of the prototype U.S. Genesis Mega CD-ROM system!



The Mega CD-ROM has been designed to be easy to connect and easy to operate!

The basic system retains the same shape as we described in the August 1991 issue. The front of the system is plain with only two lights - the first is the green PLAY

light (A) which is illuminated when the system is playing a disc. The second is the red ACCESS light (B) which shows when the unit is getting more data. Because of the large amount of RAM in the system, and because it can do parallel processing with the CPU in the Genesis, both lights will be lit at the same time, meaning that there is no 'black screen' while it gathers more data!

On the left side of the unit there is a sliding plate (D). This holds the Stereo Audio cable (the one which plugs into the front of the Genesis (I)) off to the side so that the CD tray (C) does not pinch the cable when it retracts back into the unit.

The back of the CD-ROM has the plug for the AC power supply (F); an input jack (G) for mixing (bringing in) another audio source (like the stereo sound from the Genesis when you are playing a cartridge); and two audio output ports to send the CD-ROM audio (and Genesis II using the mixing port) to an external stereo system. You should note that all of the video and audio from the CD-ROM are internally

(Continued on Page 116)

ROCKIN'

ROLLIN'

SUPER OFF ROAD

Grab the wheel of your Toyota super-truck and hit the gas! Based on the #1 arcade game, SUPER OFF-ROAD for the Super Nintendo Entertainment System brings you all the thrills of real off-road racing... but without the mud in your hair. Work out for the jumps, mud holes and other obstacles on the 64 different Mickey Thomson City-Road track configurations! Race against a friend and two computer-controlled trucks simultaneously! Trade in your winnings for accessories at the Speed Shop and improve your chances for victory! From match-offs to spin-outs, this is as close to genuine short-course racing as you can get. And for off-road action on the go, check out SUPER OFF-ROAD for your Game Boy!

TradeWest, Inc. 2400 South Highway 75, Corsicana, Texas 75110

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TRADEWEST

CIRCLE #185 ON READER SERVICE CARD.

(Continued from Page 114)

rerouted back through the Genesis so that, other than the power supply, no connections are needed to be made to the CD-ROM. The Genesis plugs into the CD-ROM through the external port on the lower right side of the Genesis. After removing the external port door and the protective red plastic cap from the Genesis motherboard, a metal spacer (heat sink) has to be attached to the bottom of the Genesis. The plate has two fingers (J) which slide into the notches at the bottom of the system. A screw (K) locks the plate securely to the Genesis.

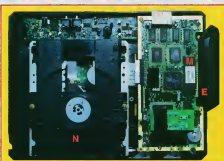
Four more fingers (L) on the plate, slide into the slots on the top of the Mega CD-ROM. The Genesis external port board locks into the CD-ROM arm (E) making the vital electrical connection. Plug in the Mega CD



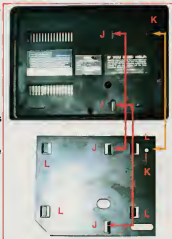
The brains of the Mega CD-ROM

power supply and the installation is complete.

Internally, the circuitry is more complicated. After removing all the metal shielding you see that the CD-ROM drive (N) takes up most of the space. Numerous boards are packed around the drive,



Inside the Mega CD-ROM



The metal plate provided with the Mega CD-ROM has to be slipped into the notches on the Genesis (red), and then securely fastened with the screw (orange).

GENESIS MEGA CD-ROM SPECIFICATIONS:

Memory RAM	6 MB 512 Kbit PCM 128 Kbit Data Cache 64 Kbit Backup
Boot ROM	1 Mbit files
Sound	8 channel Stereo up to 32 KHz
Sampling	16 bit D/A Compatible 8 times oversampling
Frequency Response	20Hz to 20KHz
Dynamic range	Greater than 90 db
Channel Separation	Maximum 1.4 sec.
CD Access Time	Minimum 0.8 sec.
Colors, pallet, sprites	Same as Genesis.

with the main 'motherboard' on the top right. Right in the middle of the motherboard is the operating system chip(M). This chip will be reprogrammed for each of the four world regions. They include Japan, North America, Europe and Southeast Asia.

No Mega CD system will be completely compatible with a Genesis/Mega drive unit from another region. In addition, the software will be encrypted with an identification code that will also prevent use with a Mega CD from a different region. This we were able to verify with our prototype U.S. Mega CD and the new software. While the old Altered Beast Genesis systems and the Japanese Mega CD-ROM will play the Japanese CDs, this combo will not play the U.S. CDs when they come out. Bottom line...if you want to play the U.S. CD's don't buy the Japanese Mega CD-ROM system!

SEGA U.S.A. CD COMPATIBILITY

Mr. Al Nilsen, Director of Marketing: "We are telling players, up front, right now: when you buy the Japanese unit all you will be able to play is Japanese software. You will not be able to play U.S. software on the Japanese Mega CD. The systems are very market specific."

FASTEST LAP™

Authentic, F-1 action down
to the last detail!
Race against time or against
a friend!



**AUTHENTIC, F-1 ACTION DOWN
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RACE AGAINST TIME OR AGAINST
A FRIEND FOR THE WORLD
CHAMPION TITLE ON
SIXTEEN OF THE HOTTEST
RACEWAYS OF THE
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OFFICIAL



GAME BOY
VIDEO LANG
GAME PAK

LICENSED BY

Nintendo



The system is hooked up and ready to go! You flip the power switch on the Genesis and, if a game isn't in the Genesis, the Mega CD logo rotates, scales and zooms around a cloud background like the small pix you see surrounding each page!

Press Start on the control panel and the main CD menu screen comes up. From this screen you can select from various options including the new CD+G audio disc. Of course you want to load up a CD so the first thing to do is move the pointer (using the control pad on the Genesis controller) to open, and press button A or C. A motor kicks in and the front loading drawer comes out. You put a disc in, and press A or C to close the drawer. After a couple of seconds, you're watching the intro to the game! And watching, and watching and watching! Minutes pass and we're still watching! Then it hits us, there was no down time for disc access or data loading, but all through the intro the red light (access) would come on. On a subtle indication of what tons of memory and dual processors can do!

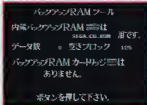
A couple of minutes of game play then it's time for the next disc. The intros are



With no buttons on the unit, all control is done through the main menu.



Like the Turbo CD-ROM, the Mega CD-ROM will play the new CD+G discs!



Sega has plans for the future. Although the system has 64 kbits of internal backup RAM, Sega has built in a screen to access the upcoming RAM backup cart!

better than the game! Most of the opening minutes are standard Japanese comic strips. Nothing we haven't seen on the PC Engine Super CD-ROM2. But, then we pop in the last disc - the war simulation whose title translates as Tenkafubu. Some of the editors had already started walking away (how exciting could a 16 century military sim. be) when all of a sudden a movie starts playing! This was a full motion video (half screen) of one army attacking another. It lasted for a full three minutes and there wasn't a second of down time. The access light was constantly blinking but it was video (although through a reduced color palette). Wow!

SEGA U.S.A. CD GAMES

Mr. Al Nilsen, Director of Marketing: "The bulk of the software for the U.S. market is being developed here in the U.S. Much of it is based on movies and TV shows utilizing footage which is very American in nature. That's why we are developing so much here. And when you get into multi-media it becomes even more important. Right now we have 29 third party companies developing software for the U.S., Japan and Europe."



Full motion video...no problem!! Tenkafubu has 3 minutes of video with no disc access breaks!

Here's one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you'll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether you're an experienced RPG player or just looking for hours of Super NES™ adventure, it's time to test the waters.



16 dazzling spells will leave you spellbound.



Our creators are master, scanner and fighter in 3-D.

COME ON IN, THE WATER'S FINE.



EARNST EVANS

Wolf Team

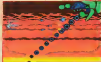
Play the part of an Indy Jones type character, whip and all! Explore dangerous caves in search of a magical scroll and your friend!



SOL-FAECE

Wolf Team

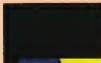
Blast off into outer space in this Gradius-type horizontal scrolling shooter. Nothing special, but equal to any good, fast action cart!



WOODSTOCK: FUNKY HORROR BAND

Sega

It's a fairly easy humorous RPG. Help the aliens who crash landed on your planet find their band instruments.



HEAVY NOVA

Micronet

Defeat the enemy who have taken over your land. Use your skill as a robot with a cause! Lots of technique involved in winning the battles!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES.[™] The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling,

360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.



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KEMCO ▲ SEIKA

CIRCLE #211 ON READER SERVICE CARD.

NOSTALGIA 1907

Sur De Wave
Japan and Russia were at war in 1905. A mad Russian planted a bomb on the ship. Find it in 8 hours or it will blow!



TENKAFUBU Game Arts

The time is the middle 16th century and there is a major war that has engulfed all of Japan. You must lead your armies into battle!



RISE OF THE DRAGON Sega

A second murder mystery comes to CD. Special effects like screens that follow you are built in!



PRINCE OF PERSIA Sega

Companies will get titles out quickly by porting over computer games with a new CD soundtrack.



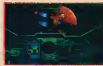
DETONATOR ORGAN Hot-B

This disc is an RPG that will be heavy on the cinema and full screen visuals. Large animated players.



WING COMMANDER Sega

The popular U.S. computer game will first make it's way to Japanese players then to the U.S. in fall.



SEGA U.S.A.

MEGA CD SOFTWARE

Mr. Al Nilsen, Director of Marketing: "We're not going to talk specifics about the software until we can show something... Oh, OK...Sonic. In addition to Sonic 2 [cartridge], there is a Sonic CD game being planned... Almost all titles will be certainly kept under wraps until June CES...It is way, way to early to talk about specific titles...There will be titles based on movies...We've just formed a major multimedia studio here in the U.S. dedicated to CD software... It is called the Sega Multi-Media Studio...an in-house CD development group...At the June CES show we will show some great software that can't be done as a cartridge..."

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USA

MEGA MAN 4[™]



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Nintendo
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Mega Man 4... Like Nothing Before



Crash the party at Dr. Cossack's castle.



Toad Man will have you hopping.



Use to new heights with the Balloon adapter.

New Enemies like Dr. Cossack. **"Cruel!"**
New Weapons like the Mega Buster. **"Devastating!"**
New Robots like Toad Man and Skull Man.
"Gnarly!" Devices like Balloon adapters and Grappling hooks. **"Handy!"**
Get Mega Man 4—
The rest were just warm-ups. **"Really!"**

CAPCOM[®]
USA

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No Flights Next
Japanese RPG Specialist



Adv of Chris (CD)



Rolling Thunder II (CD)



Alicia Dragon (MD)



Bad Omen (MD)



Dahna (MD)



ANDY
Back From Japan To Kick Some ASS!!
Go Street Fighter 1??

DIE HARD

WE'RE NOT JUST PLAYING GAMES.



Double Dragon II (MD)



F-1 Hero (MD)



Shining Force (MD)



Tecmo Cup (MD)



Toki (MD)



Too Crude (MD)



F-117 Stealth Fighter (MD)



F-117 Stealth Fighter (MD)



F-117 Stealth Fighter (MD)



GENESIS Lots of new games!

- Decap Attack • Teeny & Earl • Quackshot • Speedball II • Immortal • F22 Int. • M.E.R.C.S. • Cal .50 • Trouble Shooter • Shadow of the Beast • Pit Fighter • Road Blasters • RBI 3 • Madden Sportstalk Football • Madden '92 • Golden Axe II • Robo Cop • Lemeux Hockey • Back to the Future • Marble Madness • Rings of Power • Buck Rogers • El Viento • Heavy Nova • War Song • Paperboy • California Games • Slaughter Sports • Death Duel • Chuck Rock (8M) • Terminator • Winter Games • Fighting Masters • Monster World 3 • Exile • Jesse Ventura Wrestling

Look for our CES update next issue

LYNX Lots of new games with scaling!

- Checkered Flag • Bill & Ted • Turbo Sub • Viking Child • Cyberball 2072 • Dirty Larry • Xybots • Crystal Mines • NFL Football • Awesome Golf • Vindicators • Sun Runner • Hydra • Pit Fighter • Pinball • Tok • Cabal • Strider II • WC Soccer • Baseball Heroes • Geo Dual • Hypodrome • Basketball • Shadow of the Beast • Raiden • Nins Gaiden III

Look for our CES update next issue

MEGA DRIVE Some of the best games yet!

- Beast Warriors • Fighting Masters • Devil's Crash • Devil Hunter Yoko • Wiretite War • Exile • Undead Line • Double Dragon 2 • Dahna • Task Force Hammer • F-1 Grand Prix • F-1 Circus • Vals Fantasm Soldier • Tecmo World Cup • Steel Empire • Legend of Tok • Super Fantasy Zone • Bad Omen • Shining Force • Ninja Gaiden • Turbo Outrun • Super Shinobi 2 • Magical Trail • Too Crude • Alicia Dragon • Monaco GP 2

MEGA DRIVE CD Call for dates

If you don't have it... get it! It's awesome!

- Ernest Evans • Sol Fesce • Heavy Nova • Planet Woodstock • Nostalgia 1907 • Faria • Lunar the Silver Star • Laughing Salesman • Cosmic Fantasy • Detonator Organ • Isle Road • Silky Lip • Dark Wizard • 3x3 Eyes • World Rally • Wing Commander • Rise of the Dragon • Super Gals Planet • Ums Mix • Alaste • Switch • Sim Earth • CD Baseball • Seal of Evil 2 • Power Drift • Prince of Persia



Rise of the Dragon (MD)



World Rally (MD)



Sol Fesce (MD)



Lunar (MD)



Faria (MD)



Ernest Evans (MD)



Aieste (MD)



3x3 Eyes (MD)



Vals Legend (MD)



Undead Line (MD)

Structure All
Plans Of The
Data Fabrication.
We Found It
Backdoors...
No Fault





Heavy Nova (NO-CO)



Solstice II (SNES)



Rocketeer (SNES)



Link to the Past (SNES)



Lagoon (SNES)



Adventure Isle (SF)

Are You Who Really Believe ... It's No Good ... They Don't Know In This Party.



Super Off Road (SNES)

PC ENGINE GARD Great new titles and the first 3D game!

Doraemon (Robo Cat) • Fighting Run • Super Kid • Coryoon • Magical Chase • Hit the Ice • Balists • Salamancer • Gradius • Ninja Garden • Paradius (RM) • Dragon Slayer

PC CD & SUPER CD

Check out this awesome lineup! CD Wars!

Populous (SCD) • Dragon Saber (SCD) • Prince of Persia (SCD) • Ranna 2 (CD) • Poem of the Angel (SCD) • Adventure of Chris (CD) • R-Type Complete (SCD) • Hot Blood High School Soccer (SCD) • Browning (SCD) • Future Boy Conan (SCD) • Spriggan (M.U.S.H.A.) II (SCD) • Space Fantasy Zone (SCD) • Ziria II (SCD) • Star Prozer (SCD) • Forgotten Worlds (SCD) • Shadow of the Beast (SCD) • Shububun Man 3 (SCD) • Super Vals Fantasm (SCD) • Cyber Dodgeball (SCD) • Rayxanber II (SCD)



Ultrabots (SNES)

TURBOGRAFX

Imposamole • Stent Debuggers • Davis Cup Tennis • Y's III (CD) • Vals III (CD) • Addams Family (CD) • Parado Stars • Darkwing Duck • Panza Kick Boxing • Champions Forever • Cadash • It Came From the Desert (CD) • Camp California • Lord of the Rising Sun • Night Creature • Rarden • TV Sports Baseball • Turcan

Look for our CES update next issue!



Contra Spirits (SF)

NEO-Geo

This new lineup is incredible!

20/20 Baseball • Crossed Swords • Super Eightman • Robo Army • Thrash Rally • Fatal Fury • Mustang Nation • Last Resort • Football Frenzy • Cybemic Soccer

Look for our CES update next issue!



Turbo Outrun (MO)



Last Fighter Twin Street Fighting Action SF Style! Get It!



Double Dragon II (SF)



F-1 Exhaust Heat SF



Final Fight



F-1 Grand Prix (SF)



Fighting Spirit



Last Fighter Twin (SF)



Age of Zai Jiro (SF)



Dragonball Man 3 (SCD)



Super NCS



Joe & Mac (SNES)



Axeley (SF)



Super Metal Jack (SF)



Vals 6 (SF)



Rushing Beat (SF)



Magic Sword (SF)



Phalanx (SF)



Ranna 1/2 (SF)



Soul Blaster from Devil (SF)



Street Fighter II (SF)

SUPER FAMCOM

The power is starting to show, Super Famcom is amazing!

Caveman Ninja • Raiden • Super Formation (3-D Soccer) • Thunder Spirits • D-Force • Super Fire Pro Wrestling • Night Gundam Story • Adv. of Zai Jiro • Adv. Island • Contra Spirits • STG • Super Bowling • Super Birdie Rush • Final Fight Guy • Axeley • Last Fighter Twin • Top Racer • Xardon • Cyber Formula • Rushing Beat • Super Family Stadium • Ranna 1/2 • Super Metal Jack • Musya • Phalanx Enforce Fighter • F-1 Exhaust Heat • Nosteratu • Vals 6 • Magic Sword • Street Fighter II

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COMPETITION INFORMATION

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- This competition is open to all U.S. residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

See Official Treasure Master™ Competition Rules for complete details.

For more information call

1-900-370-TREASURE

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TREASURE MASTER



Bonus Prize!



Win a 1 year subscription to EGM!



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If you are a Treasure Master Competition Winner on April 11, 1992, just say "EGM" to the Prize Hotline Operator when you call 1-900-370-UWIN to claim your share of Fantasy Prizes. The first 100 eligible callers will win a FREE one-year subscription to Electronic Gaming Monthly!

Call will cost \$.85 per minute. Children under 18 must ask parents first. Average length of call is 3 minutes.



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THE GAME HANDLER™

The only hand-held controller
you only need one hand to play.

A new
universe
is at hand.

Can you
handle it?



CONTROL

A line up of the most incredible games for the Super NES™.

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CIRCLE #228 ON READER SERVICE CARD.

Visit your local retailer
or call 1-800-800-7185. *

\$5 REBATE. Ask for details.

WARNING: The Game Has Changed! GAMEHANDLER actually "changes" the previous software you already own. New with this software is the ability to play the game with just one hand. Make Mario run faster, jump higher, and discover new secrets. We'll even send you a video tape showing you how to do some of these things. Plus a newsletter to update new tricks found by our game players like you!

It's All
NEW!


GAME BOY
AT
WORK

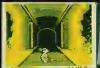
GET YOUR MIND BACK IN THE GUTTER.

Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja Turtles™ II: Back from the Sewers™, Konami's™ new bodacious shell bound shell shocker for Game Boy.

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good.

Not!

 **KONAMI**



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CIRCLE #146 ON READER SERVICE CARD.

LEADING EDGE

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

Data East

CAPTAIN AMERICA AND THE AVENGERS

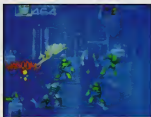
All of the excitement of the famous Marvel Comics team comes to the arcade with Captain America and the Avengers. Cap and three of his teammates, Vision, Iron Man and Hawkeye are out to



Captain America and Iron Man take to the skies in this intense action game from Data East!

do battle with the Red Skull and his minions in this action game. You'll need all of your arcade skills to make it through this one! To get by the enemies on some levels, you have to fight it out with them on the ground, while in others, you'll shoot it out in intense horizontally scrolling action! You'll even take this battle under water for some of the levels!

Two players can battle the Red Skull at a time. Each of the characters has his own special abilities and weapons. Cap is a strong street fighter with his shield, while



Hawkeye and Vision take the action to the streets with these Red Skull minions!

Hawkeye and his arrows are deadly from a distance. Iron Man and the Vision give you the best of both worlds with their strong combat abilities and powerful distance weapons.

Pick your favorite Marvel Comics character from the Avengers and get set for some wild action from Data East. Captain America and his friends are counting on you to get them through to the Red Skull. Don't miss out on this one!



This guy takes a lot of punishment, but Captain America and Iron Man have the muscle to take him down!

SNK

KING OF THE FIGHTERS

SNK's latest quarter muncher is King of the Fighters. You've got the choice of three fighters to take to



This whirlwind attack really knocks this guy over! Use your special attacks whenever you get the chance.

the streets and compete for the crown of king of the fighters. Each of the fighters has wild special moves to use on the enemies. Don't think you've got



Double team your opponents for double the fun!

A
♦

Square Deal™

The Game of
Two-dimensional Poker



Enter the glamorous, glitzy world of a high stakes game of chance at one of the world's poshest casinos. The name of the game is Square Deal™.

SQUARE DEAL		SIXTY	
OUT		K Q J	
ROYAL FLUSH		10 9 8	
A 7 6 5 4		CARD	
3 2		TIME	
0		48	
0		48	
0		E.V.	
0		RND.	
0		RPLY	
0		66	
0		POINT	
0		6000	
0		6000	
0		6500	

It's a compelling challenge of skill, luck, and pure concentration on your Nintendo® Game Boy® System. Place your bets...if your adrenalin can take it!

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Nintendo

DTMC

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Redwood City, CA 94063 U.S.A.



♦
A

it easy, though. The guys you'll be fighting have their own special moves to use on you! Don't wait for these guys to get the upper hand, or you won't make it to the next round!

powerful attack on the huge bosses that try to crush you at the end of each wave.

Instead of the normal horizontal screen, this shooter's monitor is



In two-player mode, get your opponent in between you and knock him back and forth to finish him off with style.

You and a friend can get together and double team the guys you'll face. Hit him high and low, or, get on both sides of him and attack from two directions at once! He won't stand up for long under an onslaught like that!

This game takes technique to master. Fans of Street Fighter II can take heart! More fighting action is on the way!

Irem

THUNDER BLASTER

The latest shooter from the people that brought you the intensity of R-



Thunder Blaster has intense bosses!

Type is called Thunder Blaster. This time, the action scrolls vertically as you take your ship out against a horde of invading aliens. Two-players can take this one on simultaneously for a

positioned vertically to go along with the way your ship is flying. You'll need all of the space you've got, too. The enemies will come after you until they wipe you out, so grab some power-ups and blast your way to the end! Get ready for the fight of your life!



Team up on the bosses and you'll blast them away!

HOT TITLES COMING SOON TO AN ARCADE NEAR YOU!

One of the hottest games that will hit the arcades soon is the awesome X-Men from Konami. This mega title is based on the popular X-Men comic book series, and will have arcade players thinking twice about other multi-player games. Up to SIX, yes, SIX players can rock on this one at the same time! The game includes your favorite X-Men as they go after their comic book enemies. Play as Wolverine, Nightcrawler, Cyclops, or three other X-Men in their first arcade adventure. This game is so big, it takes two screens to show all the action!

The game play in this coin-eater is similar to that in the Teenage Mutant Ninja Turtles coin-op. Each player has a jump move, an attack, and a special attack that really takes out the enemies. You've only got a limited number of times that you can use it, however, so only go for the special move when you're really desperate. Get a roll of quarters ready for this one, because you'll need them to make it through to the end!

Another hot title that will be surfacing at an arcade near you any day now is Battleloads. The NES smash is being converted to coin-op status by Leland Corporation. The same people that brought you Dragon's Lair and its new killer sequel are getting amphibious this time.

Game play and levels have stayed the same from the NES title, but the graphics have been totally revamped! Better yet, this version of the Toad's battle lets you take up to three players! Rash, Pimple, and Zitz are all here and ready to kick some major tail. If you've played the NES title, you know how hard this game is, so get ready to fight for your life and get ready to keep feeding those quarters into this one. The Toads are going to need you to guide them on their way.

IT'S BARTMANIA FOR YOUR NES™ AND GAME BOY!

Gangway, man! It's Bartmania three ways for your NES™ and Game Boy! Looking for some wild fun? Then help

save Springfield from the alien invasion in **THE SIMPSON'S BART VS. THE SPACE MUTANTS™** for your NES.™ For Simpsons™ antics on the go, join

fight for their lives in **BART SIMPSON'S ESCAPE FROM CAMP DEADLY™** run by Ironist Burns. Look for Bart as

and Bart™ in their all-new NES™ adventure

BART™ THE WORLD™. It's all-out mayhem around the globe from Egypt to Hollywood as Burns and Smithers try to

get rid of the Simpsons™ once and for all. Don't let that happen... Save Springfield...

Save the Simpsons... Save the World... Keep

KEEP BARTMANIA ALIVE!



Ironist Burns has some special plans for his "happy campers" in "Escape from Camp Deadly" for Game Boy!



Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!



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PART

STREET FIGHTER II

The World Warrior

THREE



YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER.

Okay, World Warriors, enough is enough! Word of mouth is certainly not the best way to get the inside scoop on the hottest games, but it thrives nonetheless! We at EGM have received hundreds of letters speaking of the numerous rumors surrounding the best coin-op ever! First and foremost, Sheng Long exists only in the minds of the most imaginative gamers! Many gamers explain that Sheng Long is an old man that only Ryu can face after defeating Balrog, Vega, Sagat, and M. Bison perfectly. He apparently has a cane and appears on the same screen as M. Bison. This reminds me of the ultra-powerful flaming jump kick rumor from Street Fighter I. Anyway, when Ryu says you must defeat "Sheng Long" to stand a



chance, he is referring to the fact that the Dragon Punch (Sheng Long) is the most powerful technique, and it can counter anything (which it can't). Sorry, wishful warriors! The only thing you get from a perfect game is a special ending showing the credits while the World Warriors clash onscreen.

Some other excellent rumors include Chun Li throwing her bracelets (false), Guile throwing his comb (actually the Sonic Boom), Blanka's spinning electric ball (false), Ken's or Ryu's more powerful red fireball (it's a random color glitch and no stronger than the blue one), Dhalsim's heat-seeking fireball (false), are among many - whew! While many of these rumors have specific reasons for being, i.e., the red fireball, most are completely unfounded. Out of all the hundreds of letters making these claims, not one could prove it! If you or a friend can come up with valid proof for any of your

local rumors, EGM would love to print it!

Other points of interest: in order to follow the joystick motions explained in the past issues of EGM, take into account that any movement from up or down to left or right must be circular. In other words, for Dhalsim's Yoga Fire, the joystick motion is D, R, P (facing the right). This means pull down, circle the joystick to the lower right, then move to the right, and press any punch button. The joystick motions and button selection printed in EGM come straight from Capcom, so don't argue!! Now sit back and enjoy this secret edition of the best Street Fighter II coverage! We've uncovered some interesting new techniques, as well as a couple of super tips and strategies you will be sure to appreciate!



SHENG LONG

Here's the scoop! Sheng Long, the Dragon Punch, is performed easily! Press forward, then quickly perform a fireball motion. It's that simple!



SCREWDRIIVER

Zangief's power spinning piledriver, the Screwdriver, isn't easy. Start at the top, perform a reverse circular motion back to the top, and press punch! Ugh!

WANT TO PLAY A GREAT GAME, BOY?

It's your pal, Beetlejuice™, here to bamboozle those bewitchers from the Neitherworld vacationing at lovely Lydia's place. This house is HAUNTED!

Flying cups and saucers and clothes that spring to life cause quite a panic... especially when they're coming for you! It's a horrific 5 level challenge to spook attic ghostlies, rattle angry skeletons and scare ghostly bats. Vampires may even join you for a "bite" to eat. Hmm... maybe we should skip lunch today.

These Neitherworld ghoul-o-ramas are no match for us. Has the "ghost with the most" ever let you down?!!



Graveyard Mix-up!



Neitherworld Paganstake!



Funny face scare-off!



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ON READER SERVICE

BALROG



Balrog is a mighty boxer from Las Vegas. He takes pride in power and loves showering in money.

Balrog is the first of the final four boss characters. His strong blows can be felt even when blocked! Beware his devastating uppercut.



Balrog uses many power blows, and his back hand his deadly.



Balrog is highly susceptible to fireballs and multiple hit moves.



Vega is the most vulnerable when he lands from a wall kick.



Vega uses his agility well, especially in close quarters.

VEGA

This tiny Spaniard is as agile as his pet cougar. He believes beauty and power are the same.



Vega likes to cling to the fence and jump from high above at you. If your timing is good you can knock him for a loop. You can break his claw, also.

SAGAT



Sagat is the only warrior to return from Street Fighter I, and he bears a scar revealing his first defeat.

Even after the Dragon Punch burned a scar on Sagat's chest, he suffered to learn the powerful Tiger Uppercut, which has a tragic weakness.



Any counterattack to the Tiger Uppercut causes heavy damage.



While Sagat's fireballs are a threat, beware of his quick blows.



M. Bison is both vulnerable and deadly in his flaming torpedo.



M. Bison can quickly make you dizzy with his multiple combos.

M. BISON

M. Bison is the total embodiment of evil and oppression. He has the fastest blows that can knock you dizzy.



Always stay on your guard, or you will lose. M. Bison's flaming torpedo can destroy your hopes of a victory. Use patience, and you will succeed.

STREET FIGHTER II YOUR HANNIBALS

Capcom U.S.A., Inc. is holding a California State Street Fighter II Tournament at the end of the year. The first prize is a Street Fighter II arcade machine! The Northern State Finals will be held in mid-December at Mike's Golf Parl, and from the Southern State Finals and California Grand Finals will be held at Yellow Brick Road Family Amusement Center in San Diego on January 2nd and 4th, 1992. For more info, call the Capcom Street Fighter II Tournament Hotline at (408) 563-8787.

The Greatest NES™ Adventure Continues... **WIZARDS & WARRIORS III™** Kuros: Visions of Power™

When Kuros last did battle with the evil wizard Malkil atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!



Kuros the Knight Warrior wields his mighty SilverSword in the face of danger.



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.



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WIN A STREET FIGHTER ARCADE PLUS MANY OTHER



Contest Rules: All winning numbers will be printed in the March, 1992 edition of Electronic Gaming Monthly. To see if you have won, you must match up the contest code on the front cover of your February issue of Electronic Gaming Monthly with the winning codes to determine what prize, if any, you have won. To claim prize, you must forward your ENTIRE copy of the February issue of Electronic Gaming Monthly or your separate code entry card to Street Fighter 2 Contest Winners, c/o Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Upon confirmation of your winning number by the judges appointed by the Sendai Publishing Group, Inc., you will be sent your prize along with a new February issue of Electronic Gaming Monthly if prize is claimed in that manner. If prizes are not available at the time you submit your magazine to claim your prize, you will be notified, and prizes will be awarded when they become available. Neither Electronic Gaming nor the appointed judges are responsible for lost or misdelivered mail of any other event or act of God that causes your magazine not to reach the contest address. One entry per person is allowed, multiple entries will be disqualified. One winning prize claim per person is allowed. If multiple prize claims are made, the highest value prize will be awarded. Prizes are not transferable. Illegible or tampered copies will not be eligible. The decisions of the judges are final. No purchase necessary to enter. For a separate number code, send in a postcard to Street Fighter Code Numbers, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. All requests for number codes must be made before February 10, 1992. Contest is NOT open to employees of the Sendai Publishing Group, Inc. or to members of an immediate family, or domiciled with employees. Taxes are the responsibility of the winner. Value of prizes: Grand Prize (Street Fighter 2 arcade video game), \$3000.00; First Prize (Street Fighter 2 home video game for use with the Super NES), \$60.00; Second Prize (Street Fighter 2 T-Shirt), \$10.00; Third Prize (Street Fighter 2 poster), \$5.00. All winners will be notified by mail after verification of their entry. All prizes will be awarded if prizes are unclaimed by April 10, 1992, there will be a random drawing for all unclaimed prizes. To enter this second chance drawing send your name, address, age and phone number on a POSTCARD to Street Fighter 2, Second Chance Drawing, 1920 Highland Avenue, Suite 222, Lombard IL, 60148. Void where prohibited by law.

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CRUSH THE WORLD'S GREATEST FIGHTERS WITH YOUR THUMB.



Ken Norton, Heavyweight Champion, 1976; George Foreman, Heavyweight Champion, 1973-74; Larry Holmes, Heavyweight Champion, 1978-85; Joe Frazier, Heavyweight Champion, 1970-73; Muhammad Ali, Heavyweight Champion, 1964-67, 1974-76, 1978-79.

Alt, Norton, Holmes, Frazier and Foreman are ready to pound your face...or, thumb. You can be them or battle them. Each champ looks and fights like the real thing. Alt floats like a butterfly and stings like a bee. Foreman puts his weight into devastating round-house punches.

Taunt them if you've got the guts. Move and jab, or go toe-to-toe and rearrange their faces with nose bloodying hooks, jaw shattering uppercuts, and rib-cracking body shots. Block punches or clinch to protect yourself. Between round closeups show each boxer's facial damage.

If exhibition matches aren't enough for you, fight an entire 15-year career. Crush these five formidable boxing greats and POW! you're a champion forever.



Come out swinging but don't hit the guy in the tux.

BOXING CHAMPIONS FOREVER

He's lean. He's mean. He's André Panza and he's out for blood. Every move he makes is from digitized film footage from his greatest kicks and punches. So you're not fighting some namby pamby, make-believe video ktkc boxing creep. You're duking it out with the master, 3-time World Kick Boxing Champion André Panza.

If you're not ready for Panza, whtp yourself into shape with training and conditioning sessions. Then battle through the ranks of 8 international champions.



Watch your head! An assault!

André Panza KICK BOXING

Over 40 mind-blowing punches and kicks allow you to customize your assault. Once you've honed and sharpened your moves, take on Panza himself for the ultimate ktkc boxing challenge.

So what are you waiting for? Chicken? Then get **Champions Forever Boxing** and **André Panza Kick Boxing** and start rearranging some faces with your thumb.



Available at: Toys R Us, Babbage's, Electronics Boutique, Montgomery Ward, Software Etc., McDuff Electronics, VideoConcepts, Sears Catalog, WaldenSoftware and other leading retailers.

For information on these games, call the TurboTeam at 1-800-FUNTG16. The first 30 records are free. 99¢ per minute thereafter, maximum \$5 per call. Get your parents' permission first.

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BEHIND THE SCREENS

**15 YEARS OF FUN AND GAMES
WITH**

ABSOLUTE ENTERTAINMENT

Years ago, when the Atari 2600 was state of the art, one of the biggest video game companies around was Activision, and two of the best designers for Activision were Garry Kitchen and David Crane. Since 1978, Kitchen, Crane and the rest of the current Imagineering staff have developed over 75 games for over a dozen companies.

Absolute and Imagineering were formed in 1986, and since then, they have been putting out some of the most exciting games for home video game systems ever released. These have ranged from sports to arcade action to simulations, creating a game for every game player and every style of play. Fifteen years later, Absolute Entertainment and Imagineering are still going strong with titles like *Turn and Burn*, an F-14 flight simulator for the GameBoy, *Space Shuttle Project* for the NES and *Super BattleTank: War in the Gulf* for the Super NES. EGM takes a look at the past, present and future of one of the most innovative companies producing games for Nintendo systems.

WAY BACK WHEN . . .

In the early days of home video game playing, the Atari 2600 was the major game system. The system had only 128 bytes of RAM, which presented all programmers, Kitchen and Crane included, with unique problems. "The computer was relatively slow, and you had to write the programs in such a way that they synced with every scan line of the television screen, so it had to be very critically timed," said Absolute



The crack staff at Absolute Entertainment

president Kitchen. "It was really difficult stuff."

Kitchen was in on the development of *Donkey Kong* for the 2600 when he started out programming, and the project is still one of his favorites. Among the games that can be credited to the Imagineering and Absolute Entertainment staff are such classics as *Pitfall*, *Freeway*, *Ikari Warriors* and *Double Dragon* for the Atari 2600.

When Absolute started producing games for the NES, it made *A Boy and His Blob*. This was an innovative adventure game that won several awards including a Parent's Choice award for the non-violent theme and innovative game play. The game's follow-up, *Rescue Princess Bolbette* on the GameBoy

had the same style of play.

PRESENT DAY!

Speed continues to be the major stumbling block for programmers. Kitchen said, "I think you're always



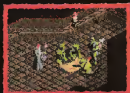
Space Shuttle Project has the endorsement of Space Camp.

MEET THE MAKER.



Execute death-dealing blows in full screen combat.

Terror is his trademark—a nightmare come to life. And you (yeah, you!) must confront him. Penetrate the mysterious dangers of his dungeon lair. Slay the multitude of gruesome characters who protect it. Try it just one time. You'll swear there are worse things than death.



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busting the door down on the limitations. The biggest limitation is still the speed of the computer. On very sophisticated applications, you tend to run into problems where you can't keep the game running smoothly at 60 frames per second." Program-



Jim Charne, Absolute's vice president of legal and business affairs, takes his turn in a simulator chair at NASA.

mers are always trying to overcome the speed problem, and Absolute's staff has been successful at beating slowdown on its latest games for the NES and Super NES.

One of Absolute's latest projects is Space Shuttle Project for the NES.



You only have seconds to prepare the Shuttle for launch, so act quickly and decisively.

The game gives you the chance to pilot the Space Shuttle through a series of missions. The people at Space Camp were so impressed with this Absolute title that they have endorsed it. The action is arcade oriented, but the various missions take

some thinking to make it through. To design the game and make it as accurate as possible, Absolute's designers spent some time working with NASA. Real experience in shuttle simulations went into producing the game. The missions included feature many variations, but before you can even try them, you have got to get into the shuttle and get it out into space! That can be a lot harder than it sounds.

Currently, Absolute Entertainment is working on an updated version of their NES Battletank. This game is called Super Battletank: War in the Gulf, and it will be for the Super



Awesome first-person perspectives bring the Gulf War into your living room with Super Battletank for the Super NES.

NES. It is a first person tank simulation that puts you in the middle of the recent conflict in the Persian Gulf. Acting out real Desert Storm maneuvers in your M1A1 tank, will have mastering the different controls and weapons at your command. "The best thing you've worked on is usually the latest thing you've done because you feel that you're always getting better," said Kitchen. "I think that the best work I've done with the people I'm working with is Super Battletank for the Super NES. It's the best work we've done as far as really showing off the machine early in the development cycle. I think this game is a level above most of what's out there."

COMING SOON . . .

Along with Super Battletank, which should be available in March, is a new sports game for the Super NES. It does not have a final title yet, but its current working title is Tennis.

Absolute designer David Crane is working on this one, and it should be out around June.

Another hot title that will be coming soon from Absolute is Tum and Burn for the GameBoy. This is a real flight simulator for the portable machine, something that has not been done for the GameBoy before. The title is very revolutionary which is one of Absolute's and Imagineering's trademarks.

THE FUTURE AND BEYOND . . .

The big question right now in the video gaming world is CD-ROM and CD-I. Will Absolute Entertainment move into this realm when it becomes reality for the Super NES? Kitchen says yes. "We've been talking recently with all of the CD-ROM manufacturers. We expect that we'll be deep in CD-ROM very soon."

Absolute, at this time, does not want to choose between going with



Get ready for intense tank action with Absolute's Super Battletank!

the Sony Play Station or Nintendo's CD-ROM system when they become available. "I think development-wise, we'll go with both," said Kitchen. "We usually develop for all of the commercially successful platforms, so I would expect that we will support both Sony's system as well as Nintendo's."

As Absolute continues to hit all of the major Nintendo machines with the high quality titles it has been putting out, Absolute Entertainment and Imagineering will be making the games you will want to play for years to come!

CONSOLE-KID

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Golden Axe II.™

New and improved death, destruction and magic.



You've just escaped from the lava tunnel. A pack of razor-clawed creatures are trying to get you before the lizard men do. Suddenly the Warrior is slashing his way through a nasty gang of demons. He body slams one and gets two more with his sword. The Amazon does a backflip and tosses off an attacking Minotaur. Now the Dwarf is spinning on his battle axe, devastating several skeletons at once.

These are moves you've never seen before. The

Warrior, Amazon and Dwarf are deadlier, stronger, more agile. Their enemies are more evil. And the magic is killer.

The Warrior summons the wind to blast an enemy. The Amazon strikes down a headless knight with scorching flames. The Dwarf commands huge boulders to flatten

his foes. A fire-breathing dragon carries you toward the castle where Dark Guld is waiting to put out your lights.

Golden Axe™ was murder. This one's worse!

Golden Axe II is one of more than 150 hot games from Genesis. Including Sonic The Hedgehog,™ Toe Jam & Earl,™ Spider-Man™ and Joe Montana II SportsTalk Football.™

Genesis. The lowest price in true 16-bit video systems.

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GENESIS

Leading the 16-bit revolution.™

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCLAIM	SUPER NES	HARD	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	4	SHOOTER	100%

I'D BUY THAT FOR A DOLLAR!

The decline of Western civilization is complete. The year is 1999 and television has adapted to the more violent nature of man. The most popular form of television is still the game show though. One show in particular has dominated the ratings, and it is called *Smash TV*. On this show, two lucky contestants compete for cash and prizes. They are equipped with an assortment of high power weapons and placed into a closed arena where they must blast and brawl their way to victory.

This is the most realistic arcade translation for the Super Nintendo yet, and Acclaim can definitely be proud of this title. Since the arcade game used two joysticks the Super NES version lets

you control your character with the pad and the eight direction shooting with the A, B, X and Y buttons. The action is nonstop, and even when there are more than 20 or 30 sprites on the screen, there is no trace of slow down! The graphics and sounds are virtually identical to the coin-op and they have even kept in the digitized voices from the host of the show! The most impressive things in the game are the boss characters. They literally fill the entire screen and pose quite a challenge for even the most experienced game player. Each boss goes through many different forms, until it is finally defeated.

Smash TV is without a doubt one of the best arcade translations to be released for the Super Nintendo and proves that with a little effort, the S-NES can play arcade quality titles without slow down problems.

THESE BOSSES JUST WILL NOT QUIT!

Mutoid Man is the first boss that you will encounter. It will take a large amount of firepower to waste him. You have to blow off both his arms and then reduce him to a head with threads. Persistence is the key here.



TOTALLY HIGH-POWERED WEAPONRY!!!

MISSILES



SPREAD



GRENADE



NUKE WEAPON



SAW BLADES



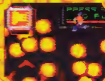
SHIELDS



OPTIONS



NUCLEAR BOMB



EXTRA
LIFE



WARP
KEY



GOLD
BARS



COLD
CASH



BIG
PRIZES



SPEED
UP



FIND YOUR WAY TO THE BOSS ROOM TO FINISH OFF THE FIRST LEVEL!

"BIG
MONEY!"



MUTOID
MAN!!!



"BIG
PRIZES!"



"I LOVE
IT!!!"

LEVEL TWO

In the second level, the action really starts to heat up. You will confront flying orbs that shoot beams of electricity, and stampeding herds of robot buffalo. The second Boss, known as ScarFace, will definitely give you a run for your money. Think you can make it to level 3?



XARDION



SAVE THE ALPHA 1 SOLAR SYSTEM!!

The Alpha 1 Solar System contains three planets. The inhabitants of these planets have been at war for seven months. Invaders from the distant star NGC 1611 are in position to take over all three planets. Representatives of Alpha 1 dispatched their most advanced cyborgs to NGC 1611. They must eliminate the enemy's power source. Communication with the cyborgs has been terminated. It is now up to you to save the Alpha 1 Solar System.

Xardion, by Asmik Corporation, presents a new type of adventure for game players. Xardion is a combination of action, adventure and role play combined into one cart. One of its great features is the user's ability to change into any one of the three cyborgs, at any time! You may choose from the ultra-tough Triton, the staff wielding Alcedes or the extremely mobile Panthera.

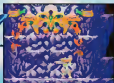
The mission begins in the enemy's first base. Then, head underwater to disable the enemy's naval fleet.



In Stage 3, You find an underground cavern. Along the way, you will



encounter the boss for this stage. Watch its arms and keep blasting at



The Stage 3 boss stretches his arms and tries to knock you off your pedestal.

the eyes to defeat it!
Stage 4 begins in a once bustling town! Watch out for sand traps and other hazards. Look up in the sky!



Here comes the boss, but watch out for his arms.



The Stage 4 boss flies through the air and launches its blades!



Avoid the claws of the Stage 1 boss.



The stage 2 boss is easy because you cannot destroy it yet!



AWESOME CYBORGS



TRITON

Has the ability to shoot upward and has the second strongest firepower.



ALCEDES

Can only shoot straight ahead, but his shots are the most powerful.



PANTHERA

Can squeeze through small spaces and can use double shots.

It! Upon entering the life core, you will be attacked by roaming cells and antibodies. Dodge their attacks and head into the chamber.

In Stage 7, you enter a crystalline chamber. Be careful of falling shards of crystal and the disappear-



In Stage 5, you encounter this hopping mad boss!

Stage 5 is a long corridor which eventually leads to a boss that kills itself!



Stage 6 is a planet that is truly alive. The trees uproot and attack, while the grass rolls and tries to smash you. Find a hole in the planet, seek out its life core and destroy



The Stage 6 boss is a series of faces that you must destroy to continue onward!



The Stage 7 boss can only be hit from the back. Jump over it and attack from the rear!

ing floors!

Xardion is an adventure that will keep you on your toes. It provides thrills, surprises and some rude bosses to challenge and entertain the player. With its great graphics and sound effects, the game will definitely appeal to all different types of gamers!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ASMIK	SUPER NES	HARD	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	8	ACT/ADV/RPG	90%	



SAVE THE HOT CAVE BABES!

Prepare to get down and dirty with two of the hottest cave dudes ever seen! Also known as Caveman Ninja in the arcades, the Super NES version will be called Joe and Mac. The game itself however, will be exactly the same.

Way back in the past, when men could hardly start fires and women were dragged around by their hair, there lived two extremely cool dudes, named Joe and Mac.

If you are enjoying their days of dinosaur demolition derby, hang gliding on pterodactyls, making stick figures on cave walls and playing tag with Tyranosauruses, when their enjoyment is halted by a wild bunch of neanderthal nerds who suddenly march into their camp. There is one slight problem with these nerds:

THEIR BREATHS STINK. This odorous problem makes every cavewoman in the camp leave, despite the many dangers and dinosaurs that lurk about the land.

As there are no cavewomen left in the camp, Joe and Mac get bored with their games and decide to look for them. There is only one way to get them back, though. You must go out, find them and drag them home.

When you start the game you are armed with only the power of the large club which you possess. However, this club is very weak, and its reach is short. Therefore, you have to get close to the enemies if you want to hit them. Then, after you hit them, they usually hit you back because in that age, the men were men and could take a lot of punishment.

Do not worry, though, all hope is not lost. You will find many power-ups along the way. These will let you

attack the enemy from a safe distance. You will find them in many strange places that require you to stand on top of pterodactyls, or on the heads of neanderthal nerds.

In the game, four main weapons exist. These weapons are fire, bones, boomerangs and wheels. The power-ups and the weapons are found in eggs that are located along the way. If you destroy the red egg with no one on the screen, a bird will come and carry you away.



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	SUPER NES	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	11	ACTION	80%





Use team work!



Make sure you get the kiss!



BETTER WITH TWO!

The best part about this game is the two player mode. There are two types of two player simultaneous games. In one, you cannot hit each other. In the other, you can kill each other, and get on top of tall cliffs by standing on another's head. When

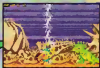
you fight the boss, there are two things that you can gain. One involves beating the boss and getting to the next level, and the other is getting kisses from the beautiful cavewomen in bikinis. In order to get a kiss, you need to kill a boss and win an X. The player who hits the most bosses, earns the kisses.



GET DOWN AND DIRTY WITH THE DINOSAUR!

The levels in this game are filled with a variety of colors and multi-layered scrolling. There are two specific types of levels, though. The first type uses horizontal side scrolling, while the other uses vertical up and down scrolling.

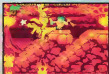
In the vertical levels, there is not much you can do other than keep flipping up. Yet, for the side scrolling levels, there are many obstacles that you must get past such as: drop-offs that you have to jump over, flames that unpredictably shoot out of the ground, icy paths which make stopping difficult, small platforms that require precise jumps, gruesome enemies that try to make a quick meal out of you and pesky dinosaur end bosses. These bosses are huge critters as they take up most of the screen, and require tons of hits to defeat. As you can see from the photos, your journey will take you over many weird types of terrain, one of which puts you inside a dinosaur!



Watch out for the baby dinosaurs!



Not all the dinos are bad. Some will help you out!



**THEY'RE CREEPY
AND THEY'RE
KOOKY...**

You know them as the ever-popular Addams Family, and now, the kooky family has their very own video game for the Super NES.

Uncle Fester has been placed under a spell by Abigail Craven, a conniving character anxious to get her hands on the Addams Family fortune. Having recruited a misled Uncle Fester, and assisted by her cohorts, Tully and The Judge, she manages to capture the other members of the Addams Family.

Only Gomez can save the day by freeing Pugsley, Wednesday, Granny, and restoring Uncle Fester's memory. Gomez must then set out to find The Judge and free Morticia.

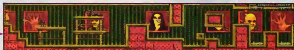
The Addams Family is a long, RPG-type of adventure. This game will not be beaten in a day! You play Gomez Addams who must search each room of the Addams' household in order to find clues where the family members are being held! Each room holds many surprises to be found!

Door 1 leads to the outside of the mansion. There is not much to be found outside, but it is a good place to get a feel for the game.

Door 2 leads to the Old Oak Tree. Be sure to look carefully because there is another heart located here. Hint: Always look a gift tree in the mouth!

Door 3 leads to the Conservatory. This is where Gomez likes to relax, but not today! Many hazards await Gomez here, like the birds and the spiked beetles. Make it to the end and great rewards await you! First, though, you must locate the on/off switch!

Door 4 leads to the Music Room. Here you will see Lurch playing his harpsichord. However, he will not



let you past unless you rescue the family first.

Door 5 leads to the Portrait Gallery. Do not let the beautiful artwork distract you, you have work to do. Be sure to look for the Dark Room within this level, you just may become richer!

Door 6 leads to the Kitchen. Your success will be decided at this point, depending on which way you take here. Choose wisely!

Finally, Door 7 leads to Pugsley's favorite place, The Game Room. In here, you need to watch out for the swinging pendulums and the guillotine. There are also some special

holding your family members, return to the Music Room where the family awaits you. There, the family gives Lurch a part of a tune that Lurch will play to reveal a secret passage.

This sector is where you must fight the final boss, The Judge!

The first part of this second quest involves travelling through the infamous Chain Room. As you pass



The Addams Family

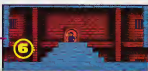
surprises that await you!
After defeating each of the captors

through, you must watch what chains you grab onto, as some of them will disappear!

Then, make your way through the Addams Vault. All you need to do in this section is simply collect money. Then, you go through the door to meet with your next major test - The Judge!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	OCEAN	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ADV/RPG	90%

THE JUDGE!!



POWER-UP ICONS

SWORD



Allows you to jab enemies.

SHOES



Allows you to run faster.

HEART



Fills up one of your hearts.

GOLF BALL



Throw golf balls at your enemies.

FEZ HAT



You can fly around the screen.

THE DOORWAYS TO FREEDOM!



In the beginning of the game you come to a huge room which contains seven doors. You must proceed through each to find and rescue all of the family members. Then go back to door 4 to meet up with "The Judge".

The Addams Family is the perfect blend of role playing and adventure game. The various levels, while looking deceptively easy, are challenging and cleverly done. Unlike many of the new S-NES games which are way too easy, the Addams Family will not be a game which you'll beat in one sitting, even with the maps provided here. Coming in March! Look for it!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTROBRAIN	SUPER NES	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	100%

FINALLY, THE MOMENT OF TRUTH HAS COME...

Now, the mega blockbuster of the arcades will be hitting the Super NES very soon! Like the coin-op version before it, a huge invasion force of intergalactic conquerors has landed and the warriors are ready to take on the world! Armed with your supersonic attack vessel, you are ready to take care of business!

To accomplish your task, you have many different weapons available. Some examples are spread shots, mega beams, missiles and even a tactical mega bomb for total on-screen devastation! Be wary, though, these guys are tough! Your screens are about to explode with action - be prepared!

RAIDEN

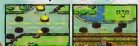
STAGE ONE

In stage one, you will fly over some farmland and will meet with some basic enemy firepower!



STAGE TWO

Stage two has a ground defense force in a mid-sized base. Look for the combined plane!



STAGE THREE

Soar over a huge harbor as gun boats are in your way. Try to reach the super gunboat!



STAGE FOUR

In this level, you are shot at by a horde of small, blue turrets. Keep your distance from them!



STAGE FIVE

This is the final battle on Earth! Here is the railroad supply base. Watch for track terrors!



STAGE SIX

Soar into space to the final battlefield. Avoid asteroids and take on the boss!



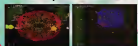
STAGE SEVEN

In the outskirts of the home base, keep watch for several pipe-crawling robotic insects!



STAGE EIGHT

The action gets really intense at home plant as you are met with wave after wave of ships!



SPECIAL POWER-UPS!
FAIRY POWER MAX I-UP



These items will let you power-up quickly, and will also give you a better chance of survival against the enemy!

HERE IS ONE OF THE BASE LEVELS!



AWESOME SUPER BOMB!
MEGA BOMBS



Use this doomsday weapon to blow away everything on the screen!

LOCK ON TARGET WITH YOUR MISSILES!
FORMATION SPREAD



Collect these icons for a big spread pack of the forward attacking missiles. Best for attacking bosses.

HOMING SPREAD



The screen is getting a bit cluttered? Nab this power-up to home in on the enemy!

USE ALL YOUR WEAPONS TO THE MAX!
SPREAD SHOT



Collect this power-up to increase your firepower to a five-directional frontal assault attack!

MEGA BEAM



You can fight the invaders with a powerful 1-directional mega blast of firepower!

CHIPS & BITS SNES TG16 GENESIS

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PIT-FIGHTER from Tengen has digitized graphics for super realistic hand-to-hand combat! Every scene, every movement is created from digitally processed graphics of live action for the ultimate in realism! You can be Buzz with his power, body slam & head butt. Or go for Kato's speed, combo punch, flip kick and backhand attack. Be it whose feet can do damage with the spinning kicks and roundhouse



RBI BASEBALL 3 from Tengen has awesome game play! Great graphics and 1500 stats of real stars! Includes all 26 Pro Teams, each with a roster of 24 real players! Actual 1990 stats for each player! Actual stats for Division Champions from '83 to '89! Instant Replay so you can relive exciting plays! Approved by the Major League Baseball Association! Plus great animation, graphics, music, & sound FX!

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THE IMMORTAL is an in depth role-playing nightmare to die to! Meet the Walker. Terror reigns in his dungeon lair. Eight levels with over thirty chambers to explore! Every room filled with danger & deception! Full screen animated real-time combat! Difficult puzzles on every level! Over thirty animated death scenes. Digitized soundtrack of screams and other unearthly sounds. \$52



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Phantasy Star 2 \$59
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THE IMMORTAL is an in depth role-playing nightmare to die to! Meet the Walker. Terror reigns in his dungeon lair. Eight levels with over thirty chambers to explore! Every room filled with danger & deception! Full screen animated real-time combat! Difficult puzzles on every level! Over thirty animated death scenes. Digitized soundtrack of screams and other unearthly sounds. \$52

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SUPER CES PREVIEW!



FROM THE MIGHTY ENTERTAINMENT SYSTEM
BY KONAMI

USE THE POWER OF THE FORCE!!

Contra is coming to both the Super Nintendo and the Nintendo Entertainment System. This 8 bit version continues the same tradition set by the previous Contras. However, it is not just another sequel as Konami has made some changes. The biggest difference in this game is that there now are four players instead of two to choose from. In the beginning of the game, you can pick which of the four characters you want to use. Another difference is that you don't find your weapon, as each character has their own specialized weapons at the start of the game. This game is still like Contra though, because there is still plenty of action, and you have to fight your way through the various areas, then destroy the end boss in each level of the game. Finally, like the original Contra, the levels in this version alternate game play from side scrolling to overhead views. What's nice about the overhead screens is the fact that you don't just charge straight head, rather you can move

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	NES	MODERATE	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	5	ACTION	92%

around almost everywhere giving you the chance to explore the whole level. You have to remember to do this as you will find power-ups hid-



Like the previous Contras, the 2 player version is best!

den in strange places.

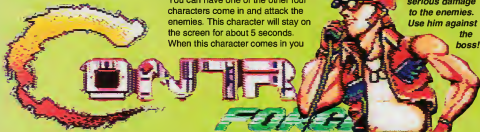
Of course, this game is two player simultaneous (if it wasn't it wouldn't be Contra), but in this game it can be two player with only one person playing! Like the arcades Konami built in the 'join in' feature. At anytime during the game the second player can come in, and help you out. With two players though, it makes the game very easy to beat because you do not have to worry about killing everything yourself. But, if you are playing alone and there is no one to come and play the second player, all hope is not lost. You can have one of the other four characters come in and attack the enemies. This character will stay on the screen for about 5 seconds. When this character comes in you

can have him cover your back or front, cover all around you, or you can set it so he is behind or in front of you and he will imitate everything that you do. When the player comes in, he will be fully powered.

If you are playing the game and are about to lose your last life, you can switch your player to one of the other three. This will give you two additional men because each of the four players has three lives, but, if you lose all three lives of any one player your game will be over, even if any of the other four characters still have lives left so stay alert!



The character in red is controlled by the computer, but he will help you out for five seconds. He is fully powered, so he can do some serious damage to the enemies. Use him against the boss!





CHOOSE YOUR PLAYER!!!!

At the beginning of the game there is an option screen where you can choose which player you want to

start the game as. There are four characters that you can choose from, and each character has his own

unique abilities. In addition, each one has a different arsenal of weapons, so choose your player carefully!



When you pick the boxes up they will allow you to switch your weapon. If you get four of them you will be able to use your most powerful weapon!



Each character has two moves that are the same. One is a invisible flip, and the other just powers-up your normal shots, but it does make them faster!



BURNS



BURNS



SMITH



SMITH



IRON



IRON



BEANS

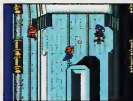


BEANS



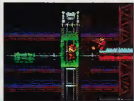
LEVEL 2

This level is overhead, and your battle takes place on the docks. Here you will have to run over many different docks, and you will need to get onto a boat to continue. Be careful, because the enemies on this level are on two planes, there are some that are above you and some below you.



LEVEL 3

This level is another side scroller, but in this one you will have to fight from left to right then from right to left. Somewhat like a maze, you will have to ride in elevators, climb chains, swing on hooks and use a catapult to get through this one. To beat the boss, you must shoot off all of his guns.



LEVEL 4

Your battle has moved back to the overhead perspective, but this time you are fighting on a plane. You will have to walk on the wings, find the hidden door, and blow your way inside in order to get to the other wing. Once at the other wing you have to jump to the next plane that flies by.



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	NINTENDO	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	RPG	100%



You will need this special piece of machinery to format each planet that you plan to take over.



It is critical to buy a farming station. Without it, your people will starve to death on the planets!



This Battle Cruiser will carry your military equipment. You will need one of these in case of attack from planets controlled by your enemy!

LEADERSHIP IS NEEDED!

One universe with many planets is at your fingertips. Working from a single starbase, your job is to format barren planets and colonize them. At the same time, an evil dictator is trying to do the same, but his intentions are to conquer and destroy anyone who gets in his way. With this in mind, you need to set up an army. In addition, cargo ships, satellites, farming and mining stations, atmosphere processors need to be built to sustain life on the various planets.

In Overlord, most of the playing time will take place on a control screen in which you may use icons to perform specific functions. From here, you can monitor the status of your people, food, energy and fuel. First, you must buy the ships that are needed to transport materials from your starbase. Then, buy all of the necessary equipment for the starbase and send a planet formatter to the other planets, so you can initiate life and rule over them. Quick decisions have to be made when reports indicate that food, fuel and population levels are critical on a certain planet's surface. Tax your civilians to get your money to buy



machines that will create the necessary resources for the survival of your people. Not only will you have to be wary of these things, but you will also have to take into consideration the threat of war from your enemy's planets. To be prepared for an invasion you should set up military installations on the surface of your worlds. Buy missiles, hover tanks, bases, battle cruisers and more to defend your planet. When attacked, go to the combat screen, and monitor your progress in battle. Prepare ships to send cargo from planet to

planet and scrap the ones that are not in use. The more planets you rule, the more money you receive, but your responsibility increases as you have quite a bit to watch over. The most used icons appear on your screen. This allows for quick and easy access to the basic functions. You may get advice to attack a certain enemy planet and these hints are always something you should look for before performing any major action. A battery backup save feature is built in to allow you to save your game - a good feature as this is one long quest!

OVERLORD



Once you buy a Planet Formatter, you should choose an empty planet and let it go to work. Once it is ready, you can populate your new planet!



After you buy a ship, prepare it for launching to any one of your planets. Don't forget, you should plan to have fuel and food for your crew that will be aboard.



You have now prepared your ship for its journey. Next you will go to the Navigation Screen and launch your craft to the planets that need them.



In the Government Screen, you may access economic and resource levels on your planets. Set your tax rates and review the status of your ships and strength.



To defend your planets, be sure to buy a battle cruiser. Then, equip the cruiser with hover-tanks, ballistic missiles and homing missiles.



When you have an army, you can go into battle and either defend your own planet or attack an opposing planet. Here, you can monitor the progress of a battle.

IMPORTANT CONTROL ICONS



Planet Formatter



Cargo Bay Screen



Navigation Screen



Government Screen



Spying



Combat Screen



Platoon Management



Buy Screen

TREASURE MASTER

SPECIAL CONTEST TIPS! PART 3

It is the biggest contest ever to hit the NES! To help you beat the game, we will be giving tips for the last two levels of this puzzling game.

There is one major trick to this level. In the beginning of the level, you will come across a blue mushroom on the ground. If you push up when you are standing over the mushroom, you will find a secret room. In here, you will find a construction potion. Next, go into the doors as you reach them. In one door, you will find a 1-up, and in the other, a drop off. Fall down, and go immediately to the left in order to get the key. Then, go back to the right and a path will lead to a locked door. You should use the key, and then keep going right, until you cannot go any further. Once there use your construction potion to get an apple. In the next level, the cav-

LEVEL 4 - FANTASY FOREST

ern, go to the right until you arrive at the barrel. Utilize your apple and you can get into the barrel.



Once you reach the blue mushroom, push up on it and you will find a construction potion.



When you get to this point, do not turn around because using your construction potion here creates a path leading to the apple.



Use the apple to knock the barrel into the water. Then, climb into the barrel for a safe ride down the waterfall.

LEVEL 5 - INSIDE YOUR NES

The battle has moved to inside your NES and the puzzle is getting more and more complex. The first thing to do is to collect the four mutation credits. Start by going up the rope and get the bomb. Then, blow up the wall to the left of the bomb. Next, go to the left (you will find a key on the way), and you will come to a transporter booth. Go in here, and you will be able to get two more coins. From here, take the platform down that is to the right of the second coin. Then, start making your way to the right. Once at the door, use the key. Keep following the path, and you will find another bomb. Take this bomb up and to the left, then get another and take it to the right. If you did this right, you should have two entry cards. From the second card, go up and to

the left. Continue in this fashion, until you reach two monitors with magnets above them (pick up a magnet control box on the way). Go

to the question mark and activate the magnets to raise the monitors out of reach. Use the wall lever to get the card down.



Activate the magnets to raise the monitors. Then, use the lever on the wall to get the card down.



With all three cards, find the room with the three question marks. Use the cards and the door will open. Now, your quest is done until april.



**A FORCE STRONGER
THAN YOUR PARENTS DOESN'T WANT YOU
PLAYING THIS GAME.**

Okay, Jedi knight. Here's your chance to rescue Princess Leia from certain death.

Man the gunnery of the Millennium Falcon. And pilot your very own X-wing down the trench of the Death Star—home base to a few hundred thousand fully-armed stormtroopers, and the Lord of the Imperial Fleet himself, Darth Vader.

He's armed and ready. The question is, are you?



Dodge speeding TIE fighters from the comfort of your 3-D cockpit.

**STAR
WARS**
JVC/LUCASFILM GAMES™



Take the Millennium Falcon out for a little spin around the galaxy.

CIRCLE #223 ON READER SERVICE CARD.

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KOEI	NES	HARD	FEBRUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	RPG/SIM	100%

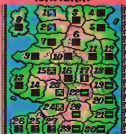
IT IS TIME TO RETRIEVE THE GEMFIRE!

A long time ago, in the land of Ishmeria, there was a magical crown of magnificent power. One day, a woman, Princess Robyn, came to realize that the crown was being mis-used for vile acts and unsavory greed! She stole the crown and cast a spell that sent the seven gems

affixed to the crown across the land. Now, after many years have passed, your family seeks to restore the crown to its former glory! First, however, you must capture the seven pieces, which are now formed into six sorcerers and a dragon!

You need to build up your funds, your army, your province's strength and stop various natural disasters from reeking havoc on your people. Good luck, brave leader!

ISHMERIA



Behold, the land of Ishmeria! Here is where the seven pieces are hidden. You need to defeat each family power before you can restore the Gemfire!

GEMFIRE



One of the best ways to obtain land is to take another's! You must fight in close-up scenes!



Need some extra cash? About to fight a country? Then use this option to help both problems!



You definitely need food and protection, so use this option to help your people!



BEHOLD - THE MAGIC OF GEMFIRE!

THE DISGUISED GEMS



SCYLLA



CHYLLA



SKULRYK



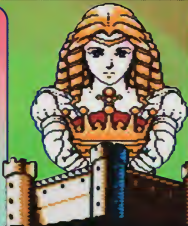
ZEDNOR



EMPYRON



PLUVIUS



COLLECT THE JEWELS



The six magicians (left) are born from the power of the above crown gems. After obtaining these, you will need to find the central stone - a dragon!

The Addams Family

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghosts and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



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AN ENTERTAINMENT
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The name of the game

ocean



GAME SOFT

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DREAMWORKS	GENESIS	EASY	SPRING
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	6	ACTION	100%

MYSTICAL FIGHTER



WITNESS THE TRUE SKILLS OF A WARRIOR!

Journey back to a time of the Dynasty wars in ancient Japan. Unfortunately, once arrived, you realize that one of the clans has managed to bring up a magical force which enables it to take the shape of some of the most fearsome black magic enemies ever dreamed about in the ancient world!

This is where you come in. You are a kabuki soldier trained in the legendary art of mystical deception. As all others have failed, only you can free the Earth from its grip of terror. To accomplish your task you will need to find all kinds of different items that will enhance your existing powers. Included are rare forms of sushi and special scrolls from the ancient wizards. You also are a master of the martial arts and this means that you possess a plethora of different moves and weapons that can be used on mere mortal enemies. Be sure to take in all that you can possibly find as this battle will be harder than any previously encountered!

THE MAGICAL WEAPONS OF THE MYSTICAL FIGHTER



With a boost of sushi, you can take on the largest of demons.



Call upon the sun spirits to let you use the stun ray.



Use your powers of deception to bring forth the mystical haze.



Call upon the gods of the skies to unleash the powers of the lightning!

AREA 1-1 -- THE TRAINING GROUNDS



AREA 1-2 -- THE MYSTICAL TEAHOUSES OF THE ANCIENTS

This page features pictures of some of the levels of Kabuki. The first two are easy and allow you to learn your martial arts moves. The next level features some fairly dangerous pitfalls, and you have really got to watch your step. Once you get past this, it is on to the third level, where you have to take on various dangerous ninja warriors. Continue on your trek towards the arena for the final show-



down with the grand Kabukimaster. You must face many deadly bosses to reach your goal. Practice on easy mode first because you are not allowed into the arena until you master the difficult level and all of the bosses. Be wary, some of the bosses, when standing, extend from the top of the screen to the bottom. Save your magic powers for the huge bosses who would otherwise take a large number of normal hits!

AREA 2-1



PRESS ON TO THE MORE ADVANCED LEVELS!

AREA 2-2



In the eerie land of the dead forest you must travel down the winding paths which are infested with demons and wizards.

AREA 3-1



When you get to the third level your travels take you along an ancient bridge that has numerous pitfalls in addition to the enemy.

AREA 3-2



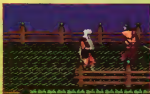
Next, you must travel down the corridors of the ancient pagodas. There you will meet beings with powers as strong as yours!

AREA 4-1



Should you live long enough to see the fourth level, you will journey high into the clouds where your vision is severely limited.

AREA 4-2



Survive the lofty cloud stage and move out along the path of the warriors. Stay clear of their swords and use your magic!

AREA 5-1



The fifth level is on the border of Hades. Hot, scorching flames surround you as you take on the strongest of the evil sorcerers! Electronic Gaming Monthly 169



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DATA EAST	GENESIS	EASY	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	ACTION	100%

YO, DUDES!

Far into the future, the fate of New York is quite grim. Nuclear radiation has leaked out, wiping out a majority

of the city. The charred remains of the metropolis is mostly made up of self-serving gangs and disgusting mutants of magnificent proportions!

NEW YORK STREETS



This is not a very friendly neighborhood. Thugs attack you swiftly and in gangs! Watch out for the boss's whip!

GOON'S PLAYGROUND



Travel deeper into the city and sniff out the crime bosses. Two huge wrestlers await you at the end of the level.

THE BACK ALLEY



Is this snow? No it's radioactive fallout! Grab one of the enemy and throw him at his fellow gang members!

THE SUBWAY



You're real close to the lair. Play catch with a few boulders! Grab anything and use it as a weapon!

Unfortunately, one of the gangs has obtained the assistance of a great scientific mind to help the members in their evil endeavors. This being has also managed to evolutionize the mutants and mechanical terrors that haunt the city streets.

Being the all-around good samaritan dudes who you are, you must use your brutal strength to hack your way through. Even a friend can join in!

ABANDONED WAREHOUSE



Proceed slowly as the mutated goons even hide in the walls! Punch and kick your way to a clear spot then finish them off. Crouch down to take out the first wave of dogs!



ENEMY HEADQUARTERS



They have tanks for security in the base! Grab one of the thugs and throw him at the tanks. Watch out for the rabid dogs as they can really cause some heavy body damage!



TWO DUDES



LOCK AND LOAD THEN ROCK 'N' ROLL

Blast through incredible firefights in eleven deadly levels of **eight-megabit** mayhem. **ROLLING THUNDER 2** — Namco's hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer'm with super-agents Albatross and Leila together in **TWO PLAYER SIMULTANEOUS ACTION!** Passwords and unlimited continues keep the action rolling.



Stalk Big Game!



Killer graphics will blow you away!



Capture weapons for fierce firepower!



CIRCLE #140 ON READER SERVICE CARD.

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namco

The Game Creator™

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Santa Clara, CA 95054-3013

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	Electronic Arts	Genesis	Average	Now
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 Meg	6	Racing	100%



JUST A ROLLIN' ALONG...

Attention computer buffs, classic arcade and NES fans - the most unique race game of the past is heading towards 16-bit!

It is your job to guide a marble through six perilous races before the time runs out. Be careful out there, as many different dangers lie ahead!

These dangers include absorbing acid slime, leaping Marble Munchers and endless heights of unprotected ground.

The object of the game is to reach the goal marker with as much time as possible. You have an unlimited number of balls, so if you fall off an edge and smash into a pile of rubble or get inhaled by a Vacuum, you will just lose time.

The terrain is tough, the challenge is difficult, but it is your job to make it through! If not, then either you will be swept up by a dust broom, smashed into little pieces, or knocked senseless. Take care, this is going to be one heck of a race!

DANGERS GALORE!



The Acid Slime will dissolve your marble if you touch it.



The Marble Munchers will devour your marble.



Vacuums appear and pull you off the edge.



The Hammers hide and try to squash you.



The Bumper Balls try to knock you off the track.



Terror-dactiles will try to lance you into oblivion!

PRACTICE RACE



Here, all you will need to do is find the exit before the time runs out. This zone is just for practice - no major threats.

BEGINNER RACE



During this stage, you will run into tube-like creatures, your own clone and other traps that will have to be avoided.

INTERMEDIATE RACE



During this race, you must roll through a walled maze, avoid acid slime and take a ride on a huge wave machine.

AERIAL RACE



BE CAREFUL! Traps lurk around every corner here including vacuum pumps, catapults and hammers.

SILLY RACE



It is time for a reverse flight, as you travel upwards instead of downwards. Keep an eye out for flying birds for bonus time!

ULTIMATE RACE



This zone is tough! You will need to keep up your speed as the pathways will dissolve before your eyes!

"Best New Peripheral OF THE YEAR!"

—*Electronic Gaming Monthly*, December 1991

"...**GAME ACTION REPLAY**...Unbelievable! ...players can save where they are in any game on the GAR, shut the NES off and come back to that position at a later date. **Cool!**"

—*Electronic Gaming Monthly*

Just save the place where you usually lose a life. Resume game play and when you lose a life, go back to the saved section and try again. This can be done as often as you like without losing any lives! You'll be able to get to levels that only a handful of players have ever gotten to!

Insert **GAME ACTION REPLAY (GAR)** into your NES and plug the game into the GAR. By pressing a combination of buttons on your pad, you can pause the game, call up the menu and select any number of changes, such as altering the speed, creating true slow-motion effects, and jumping to any level.

- Works with **all** NES games!
- NES game-specific codes!
- Conforms to games and adds new challenge to old tired games!

"Doesn't look like much, eh?"

—*The Whizz, GamePro*

Available at the following fine stores:

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Waldensoftware	Sears (selected)
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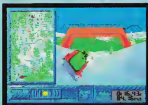
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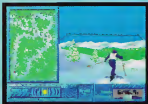
COME SEE US AT BOOTH #6323 AT WINTER CES!

THE GAMES

WINTER CHALLENGE



Mastering the curves on the bobsled run will not be easy, especially when going against the clock.



Cross country skiing looks easy, but it can be a pain if you do not watch where you are going.



The luge can be as tough as the bobsled. Try to get on the curves to boost up your speed.



The realistic feel of the downhill is impressive. One wrong turn and you will get snow in the face!



The biathlon requires good aim as well as skiing skills. After skiing to the target, you must shoot for the bulls-eye with your rifle.

ARE YOU READY FOR THE CHALLENGE?

Let the games begin! This is no sled run in your backyard! It is Winter Challenge, with eight skill testing games including downhill and cross country skiing, the luge, bobsled, speed skating, giant slalom, ski jump and the biathlon. In this nine player game, you will be given the choice of practicing a chosen event, or challenging competitors in the Olympics.

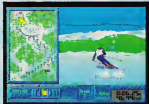
An opening ceremony will start out the series of competitions, and then, you may choose any game in which you wish to take part. These games may seem like a piece of cake, but one wrong turn could spell disaster, and the loss of the events as well. Bundle up for this cool series of winter games and go for the gold!



Feel the cold steel of your skates on ice as the fast paced speed skating competition takes place.



Watch the position of your skis as you jump, or you will land and fall.



The giant slalom is the ultimate skill test. Do not miss the gates!

FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
BALLISTIC	GENESIS	AVERAGE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	N/A	SPORTS	90%

Light Boy is Bound to Attract Attention!



I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The 1½ times magnification is great, too. **Light Boy** is bound to attract attention. Now, how do I get rid of these guys?



- Bilateral lighting
- Batteries included
- 1.5 magnification
- Replaceable light bulbs

Licensed by



Bob Costas



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HOT-B	GENESIS	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	SHOOTER	100%

BATTLEWINGS

STAGE ONE



Here, you will soar above a city backdrop and have to contend with flying airships as well as a giant boss train!

STAGE THREE



Be prepared to fight above the clouds! Here, you will encounter some old mini-bosses and a gigantic battle cruiser!

STAGE FOUR



Now, go to the ocean to battle some giant cannons, under-sea turrets and a giant attack submarine with flight capability!

PERIL IN THE SKY...

Historically, this is one of the most tragic of all times! In the year 18XX, the country known as the infamous Motorhead Empire has constructed the most powerful weapon ever conceived - the Imamio Thunder! The father of this doomsday devise, and leader of the Motorhead Empire, Sauron, has full intentions of using it for his mad plans. Only the Silverhead Empire (that is you) can defeat him! Choose from either a highly advanced aircraft or a tough Zeplin to foil Sauron's plans forever!

STAGE TWO



Journey through a deep mine shaft filled with dark passages and falling rocks. Take on the excavating machine at the end of the level!

THREE MORE LEVELS TO GO!!

You're on your own for the last three levels. Just to clue you in, Stage 5 has you trapped between two battling star ships. Also, the bosses from Stage 3 will be back! Stage 6 is the last before the final battle. Sail over the main base, then take on the enemy.

Throughout the stages, try the latest attack methods that allow you to reverse your weapons and attack behind you! Plus, there are lots of power-ups in this cart to give you vitality, bombs, level-ups and options!

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NEC	TURBOGRAFX	AVERAGE	MARCH
	CARTRIDGE SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	SPORTS	100%	

CHARIOTS THAT FIRE!

If you want fast action and intense game play in a multi-screen game, then look no further! A cross between air hockey and

Crossfire, Ballistix gives you a unique opportunity to test your speed, reflexes and eye-hand coordination. Your character rides in a hovering chariot that fires silver balls. You have to fire at a black ball and try to knock it into your

opponent's goal. However, be careful, because your opponent rides in another chariot that is trying to hit the ball into your goal. As if trying to score points and defending your own goal is not enough action, there are also obstacles that can hinder your attempts. Obstacles such as rubber bands, mines and potholes that transport the ball from one side of the court to the other must be anticipated. Plus, there are splits that send an explosion of four, eight or 16 orange obstacle balls into the court. To help play, there are icons on the court that will usually, when touched, help you. With this game, you can take away your opponent's score, get a goal shield, or reverse the game play in your own favor. Thus, for a new type of game that is as different as it is fun, give Ballistix a try.

BALLISTIX



Watch the ball



Use the holes.



Grab the icons.



New surprises!



Use the black ball.



Defend your goal!



SPECIAL ICONS CHANGE THE GAME!



Other player no score



Swap Balls



Balls to Player 1



Balls to Player 2



Other player no firing



Change Gravity



Slow Balls



4 ball split



8 ball split



16 ball split

COLLECT ICONS FOR BONUS POINTS



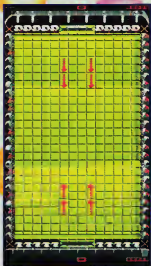
Goal Shield



Mystery Block



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- *Tips, tricks and secret strategies, complete with game maps, that will let you score higher almost immediately!*

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MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JALECO	GAMEBOY	AVERAGE	FEBRUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	9+	ACTION	100%

Robert



BAD ITEMS

BALLS



COILEY



Dangers lurk in the levels, such as falling balls, creatures running along the field and Coiley! Also, Slick and Sam change the colors of blocks!



GOOD ITEMS

SLICK



DISK



Keep a sharp eye out for the many goods to come your way! With items like pellets, apples, Slick and Sam your points will rack up! Also, get disks to escape from danger!

CHANGE COLORS



The only way to defeat a stage is to change all of the block colors. To do this, just leap upon each individual block.

LEAP FOR YOUR LIFE!

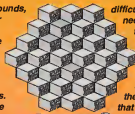
Get ready to latch onto your portables as the leaping critter from the arcade classic, bearing the same name, has now entered the GameBoy arena via Jaleco!

You are cast as a two-legged, little, fur-ball who has the guts needed to complete several levels of blocks that need a serious color change. To do this, simply leap from one block to the next. Yet, during the later levels, you will need to change them more than once! You will also be encountering many different creatures that will hound your progress. Some of which include little wall-running creeps, dropping balls, or even the infamous snake - Coiley. Also, keep an eye out for Slick and Sam - they will change the color of your blocks!

Do not worry, there are all kinds of fruits that you can get to increase your score substantially! An entire leaping experience is in your hands!

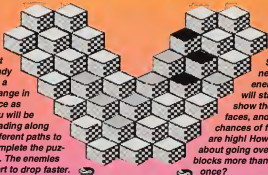
CHECK OUT THESE AMAZING LEVELS!

During the early rounds, you will encounter simple level designs. Some are in the shape of triangles, while others, like this one, are in the shape of hexagons. The layout of these should not be



difficult to master. All you need to do is land on the individual squares to change their color (once through the early rounds). Also, usually located near the bottom are disks that should be used to dodge the nasty Coiley!

Get ready for a change in pace as you will be heading along different paths to complete the puzzle. The enemies start to drop faster.



Some new enemies will start to show their faces, and your chances of falling are high! How about going over the blocks more than once?

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NINTENDO GAMEBOY

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	BULLET PROOF	GAMEBOY	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	70+	ACTION	100%

HAVE A NICE DAY!

Welcome to the year 2000 AD. Where YOU are the prime contestant of the most popular blast-away game of the future - CyberScapel!

You are in control of a highly sophisticated Smiloid. There is only one purpose for this mission, find all the other enemy Smiloids and wipe them out of existence! To do this, you will need to sail through the 70+ mazes that exist throughout the entire complex of CyberScapel! As you cruise along through the intricately laid out halls, corridors and

blocked off rooms, you will need to keep the cross-hairs of your weapon trained on every corner, doorway and intersection. Who knows what might be lurking on the other side?

This is only half of the fun, though. There is also a fantastic option that allows 4-player blasting action! Now, you and three other friends can take on the CyberScapel challenge against one another! Each player will have his own perspective and his own individual shape on the other player's screen! This allows for a great deal of variety! Now, this is multi-player FUN!

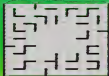
FIRST PERSON PERSPECTIVE



The entire game is set in the first person perspective! Just like a rat in a maze you must maneuver through the seeming endless maze of walls searching for the exit while avoiding the other Faceballs who are out after you!



JUST ONE OF THE LEVELS!



At any point in the game, you can select an overhead map of where all the other Smiloids are situated in the halls!



COLLECT POWER-UPS!



Search in the different corridors for these flashing globes for power-ups like force-field smashers and 1-ups!

THE FIRST SMILOID!



The main round Smiloid can take a lot of brutality and is able to move at high speeds. This is best for beginners!

THE SECOND SMILOID!



As opposed to the round one, this is quite slow and weak, so it is easy to knock out of the game!

THE THIRD SMILOID!



Similar to the second one, this one is just a little faster than the second one. This one is average at best!

U.S. NATIONAL VIDEO GAME TEAM'S
SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	NINTENDO	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	18	ACTION	100%	

MORE MEGA ACTION!

Get ready for the continuation of the Mega Man 4 Super Play! When we last left our hero, Rock, the coura-

castle is up to you to survive.

Okay, here is an overview.

It was the year A.D. 200X, and Dr. Light, a master robot designer, created robots to do household chores. Then, one day, the robots started to turn on their owners. The entire city was in chaos. After some deliberation, Dr. Light came to the conclusion that the evil Dr. Wily was the culprit behind it all.

Dr. Light created a new robot to combat this evil. However, in order to keep this robot from turning to Dr.

MEGA MAN 4

geous lad who had volunteered to become Mega Man, just defeated Dust Man. These pages will take you through the rest of the regular levels, but the

Wily's side, he did not create a whole robot. He only created the shell of one to be worn by a human, thereby converting the wearer into our savior robot. Rock volunteered to wear the shell, so he became MEGA MAN!



Check out this new type of hopper!!





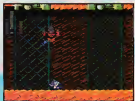
You Can't Jump!

When you climb up this ladder, go to the left. You can get a 1-up and an energy tank. The best way to get to these items is to go on the top, so you can jump over the enemies.



You cannot beat this enemy with your normal shots.

You must utilize your Mega Buster at full power to do away with him.



SKULL MAN

Before you battle with Skull Man, you should beat Ring Man and



then Dust Man. When you enter the room you want to have your Mega Buster fully powered, and as soon as Skull Man appears, shoot! Once you shoot him with a blast from the Mega Buster, switch weapons, and use Dust. This weapon will destroy Skull Man with only a few hits; thus, it is important to have beaten Dust Man. This may not be as easy as you think. When Skull Man comes out he has already started firing. Dodge the shots, and then try to hit him with shots of your own. Next, Skull Man will either charge at you, or put up his Skull Shield. If he

charges you, try to jump over him. Once his shield is up, there is nothing you can do.

DRILL MAN!

Although you might be thinking that you want to use Skull on Drill Man, you should not. You want to use Dust again. When you enter the room, Drill Man will not appear from the right side of the screen, as other enemies do. Instead, he will rise from the floor. The best way to avoid getting hit when he comes up is to not stand in one place. Once he is up, hit him with Dust.



There is a part in this level where you have to get under falling rocks. They fall too fast to run under, so you need to have your Skull Shield on. The rocks will destroy your shield, but not you!

You will find spots where there is no land, and they will appear insurmountable. Yet, just hit the switch and land will appear.

U.S. NATIONAL VIDEO GAME TEAM'S
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SUPER STRATEGIES FOR WINNING BIG!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
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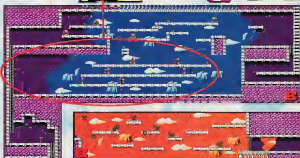
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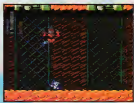
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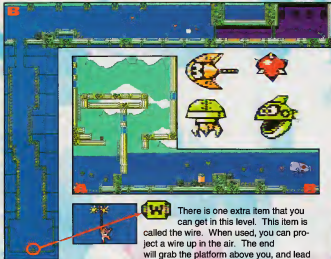
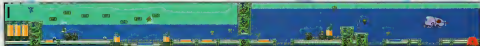


You cannot beat this enemy with your normal shots. You must utilize your Mega Buster at full power to do away with him.



There is a part in this level where you have to get under falling rocks. They fall too fast to run under, so you need to have your Skull Shield on. The rocks will destroy your shield, but not you!

You will find spots where there is no land, and they will appear insurmountable. Yet, just hit the switch and land will appear.



W There is one extra item that you can get in this level. This item is called the wire. When used, you can project a wire up in the air. The end will grab the platform above you, and lead you up the wire. You will find this immediately after you beat the second whale. After battling the whale, go down the first

DIVE MAN

When you first enter Dive Man's



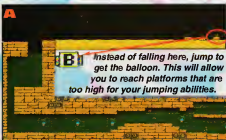
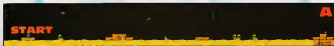
room you will see him standing on the left side of the screen. As soon as his life meter fills up, he will fly at you, so prepare to dodge him. After he flies at you, he will begin shooting mini-torpedoes that are created to seek you out. No matter how you try to dodge them, they will keep following you around the screen. The only way to avoid these projectiles is to shoot them.

PHAROAH MAN



Of all the bosses, Pharaoh Man is probably the toughest. He

does not fire normal shots. Instead, he shoots a ray beam as tall as Mega Man across the screen, and it is very difficult to jump over. However, there is one easy way to beat him. Hit Pharaoh Man with Bright, which will freeze him on him with your Mega Buster.



B Instead of falling here, jump to get the balloon. This will allow you to reach platforms that are too high for your jumping abilities.



When on the platforms, stay on the right side, so you do not get knocked off.



START

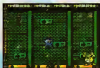
A



TOAD MAN

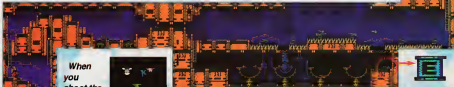
This is one of the easier bosses to beat.

His main line of attack is a shower of acid rain. When he uses this weapon, there is not much you can do other than stand and take it. To prevent him from attacking, stay close to him. This will make him jump. When he jumps, run under him and shoot; however, if you stay close to him, he will jump again. Just keep repeating this until he is dead.



BRIGHT MAN

Bright Man will fire a number of shots at you. All you really need to do is avoid them and hit him when you get the chance. To help your cause, use Toad against him. Remain alert because when he makes the screen flash, you are frozen briefly. As soon as you get hit, though, you will be unfrozen.



When you shoot the enemies that look like light bulbs, the lights will turn off. The only way to turn them on is to shoot one of the light green guys running around.



Use these frogs for safe passage across the spikes, but watch out because when they die, you will die.



DR. WILY IS WAITING - READY TO SETTLE THE SCORE!



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 - C. Sega Genesis
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 - E. Lynx
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- How Many Games Do You Own?
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 - F. Strategy
- Do You Rent Video Games?
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 - D. Television
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 - C. Magazines
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 - E. Radio
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Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader service card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all the games contained in our Fact File section for the system indicated in question three! It is that easy to win, so act fast! The deadline for entering in our February games is March 1st!!

The following companies are contributing to this contest: Sega, Acclaim, Asmik, Data East, Ocean, Electrobrain, Konami/Ultra, Virgin, American Softworks, Koel, Dreamworks, Electronic Arts, Sage's Creation, NEC, Jaleco and Capcom.

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 - 2) Answer the Survey Questions and Pick the Systems that You Own.
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- Winners will be listed in the April EGM!

Contest Rules: All entries must be received before March 1, 1992. EGM and the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sandel Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$600 U.S. Prizes are provided by participating companies and Sandel Publishing Group. Prizes will be forwarded to winners when final production copies are available courtesy of Sandel Publications. One prize per household. Determination of winners will be made through random drawing. The decision of the judges is final.



U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	NA	ADVENTURE	100%	



ZELDA 3

A LINK TO THE PAST

THE BEGINNING OF A WHOLE NEW LEGEND

Back in time, there was a land surrounded by mountains and forests. This land was known as Hyrule. There was a mysterious type of gold hidden there which had great power and wisdom. One day, people found the entrance to the sacred lands and fought their way through. Unfortunately, these sacred lands were deceptive, and the evil beyond overcame them. The king of Hyrule ordered that seven people would close the gate to the other world and never open it again.

After many years of peace, there appeared someone who tried to open the seal. The evil wizard, known as Agnon, went against the king and took control of the guards. He kidnapped the daughters of the seven protectors and took the beautiful Princess Zelda captive. The time was approaching when Zelda would be sacrificed and the gate to both worlds would forever be opened. This is where you come in.

You are the valiant warrior known as Link. You are looked upon as a mere boy, but you are actually from a race of royal people. More importantly, you are the chosen one to rid Hyrule of the evil Agnon.

The U.S. National Video Game Team has blown through this fantastic game and is ready to share with you the secrets and mysteries of the land of Hyrule. Get ready for maps, strategies, hot tips and techniques that will get you to the end of this excellent cart. You saw it here first!

LINK HAS MANY NEW MOVES AND TECHNIQUES THAT YOU MUST MASTER.



STAND
Your shield will defend you.



JUMP
Jump to a lower level.



PUSH
Push blocks to find things.



PULL
Some blocks can be pulled.



CHARGE
Run through enemies.



BUMP
Run into trees to find items.



LIFT
Hold an item over your head.



THROW
Throw an item at an enemy.



SWIM
Solve mysteries in the deep.



READ
Learn important information.



SWIPE
Your main means of attack.



REPEL
Defend yourself from attacks.



BEAM
With full life, you can shoot.



SPIN
Hold the button for this power.

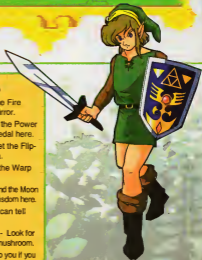


THE LAND OF HYRULE



IMPORTANT PLACES TO GO.

- 1 Link's House** - There are always hearts waiting for you here.
- 2 King's Castle** - Rescue Princess Zelda from here to start your quest.
- 3 Church** - Get a heart container and info about Agnon's weaknesses.
- 4 Old Man's House** - He gives you the boots and valuable information.
- 5 East Dungeon** - You can get the Bow and the Warriors Medal here.
- 6 Book Store** - You can find the Book of Ancient Writings here.
- 7 Town** - There are many things that you can get here, so be alert.
- 8 Hyrule Dam** - If you drain the lake you'll find Heart Container piece.
- 9 Desert** - You can get the Fire Magic if you have the Mirror.
- 10 Desert Dungeon** - Get the Power Glove and the Power Medal here.
- 11 Waterfalls** - You can get the Flip-pers from the Giant Zola.
- 12 Death Cave** - Look for the Warp to the Dark World here.
- 13 Tower Dungeon** - You'll find the Moon Crystal and the Medal of Wisdom here.
- 14 Gypsy's House** - She can tell you where to go next.
- 15 Forest of Master Sword** - Look for the Master Sword and a mushroom.
- 16 Swordsmith** - He can help you if you find his partner in the Dark World.





BE SURE TO TALK TO THE TOWNSPEOPLE TO HELP SOLVE SOME MYSTERIES.

- 1 This is the thieves den. In the basement, you will find a variety of treasure chests filled with valuable items and money.
- 2 This is the wife of the old man - a descendant of the seven protectors. She will tell you valuable info about the Master Sword.
- 3 If you have the magic whistle, stand in front of the windmill and blow. You will be very happy with the results.
- 4 The young man in this house is ill and cannot get out of bed. He will give you the Bug Net which allows you to catch fairies.
- 5 If you talk to the man in this house, he will give you important clues about the Big Zola by the waterfall.
- 6 Use a bomb to open the shed. Inside you find four bombs, a cluster of five arrows and some mice.
- 7 This is the town pub. If you talk to the men inside, you will learn about the large fairy and the boy with the flute.

GETTING THROUGH THE FIRST WORLD

The following tells how to negotiate the first world. (Just so you know, the second world has seven dungeons and even more mysteries.) You should look around the overworld for as many secrets as possible. When you get the Boots of Pegasus, you can charge into objects to find items and hidden passages (try running into clumps of mushrooms and trees). You can also find holes in the walls by tapping on them with your sword.



The hollow walls will make a different sound and they can be opened with a bomb. Once you have obtained the three medals and retrieved the Master Sword, go to the King's castle and cut down the magic barrier to the castle tower. If you find the top of the tower, be sure to have at least one jar of medicine.



The fight against Agnon is not that intense, but you must remember to propel his shots back at him to defeat him. If you strike him with your sword, you will be hurt considerably. Once you have defeated him, you

will be transported to the Dark World. Use the Magic Mirror to go back and forth between the Dark World and Hyrule. You will be able to get to places that you once could not reach. If you go to the lower left section of the map while in the Dark World and



use the Magic Mirror to go back to Hyrule, you should be able to find the second magic icon. For the third, go to the waterfall area and throw a skull into the ring of rocks. A giant fish will spit out the icon. There are even more mysteries in this incredible game. Stay tuned for more help in the next issue.



EAST DUNGEON



This dungeon only has two floors. The Boss is on the lower level. Find the Bow in a treasure chest on the first floor. Use the Bow against the Boss for best results.



Be sure to visit the old man after getting the medal and he will give you the boots.



DESERT DUNGEON



This dungeon has three floors. You must find the Power Glove to get to the entrance of the second floor. The Boss can easily be defeated by using bombs.



You must have the Book of Ancient Writings in order to get into the dungeon.



TOWER DUNGEON



This dungeon has a whopping six levels. The Moon Crystal is somewhere on the fourth level. Watch out, the Boss will knock you over the edge to the bottom.



With the third medal, go to the Forest of Master Sword and get this weapon.



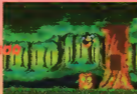
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Castle of Illusion

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- Richard Sauther 21,702,800
- Ray Hopkins 1,120,000
- Tony Desilver 604,800
- Javier Ruiz-Leon 579,000



Send Scores For...
Streets of Rage
All entries by March 15

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ARCADE NINTENDO

Game	Score
Adventure Island 2	272,040
Belman	4,462,500
Castlevania	393,399
Castlevania 3	999,999
Castle of Illusion 2	3,395,399
Dr. Mario	1,822,400
Goatzie	11,111,310
Guerrilla War	219,400
Heavy Barrel	999,999
Jackal	999,999
Kabuki Quantum Fighter	5,567,399
Karnov	791,018
Marble Madness	147,110
Mega Man	9,999,999
Palamedes	709,170
Paperboy	791,300
P.O.W.	311,526
Rad Racer	62,493
Rampage	42,560,343
Road Blocker	999,999
Rolling Thunder	999,999
Skate or Die 2	121,162
Super C	3,395,399
Super Mario Bros. 3	4,999,999
Tetris	852,781
TMNT	3,999,300

Game	Score
1043	2,947,360
After Burner	68,588,000
Arkavoids	1,165,313
APD	1,002,334
DeathRun	69,220,000
Double Dragon	126,900
Hard Drivin'	529,890
Klax	3,205,939
Out Run	48,053,270
Robotop	2,340,600
Smash TV	12,824,030 (1 play)
Street Spirits	10,646,310

Player
Edward Charbonneau
Jeff Aramewyer
Jason Klingler
Peter Klaus
Edward Charbonneau
Stephen Krognan
David Wright
Stefan Zorzyński
Stephen Krognan
Edward Charbonneau
Edward Charbonneau
Jason Turka
Jeff Arbaine
Stephen Krognan
Glenn Stockwell
David Wright
David Wright
Stephen Krognan
Ralph Barbagallo
Stephen Krognan
Max Salazar
David Wright
Bergie Stager
Gary Gold
Chris Nygaard

Player
Brian Chapel
November
Kathy
Stephen Krognan
Greg Gibson
Steve Ryno
Brian Chapel
Jerry Landers
Loong Se Chris
Den Lee
Stephen Krognan
Greg Gibson
Martin Alstet

TURBO GENESIS SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
After Burner	234,400	Alex Stamos
Black Ball	999,900	Rob Stegmann
Double Dragon	627,000	Todd Feller
Microviper	21,620	Vince Tennant
The Ninja	1,924,652	Vince Tennant
Pro Wrestling	996,480	Vince Tennant
Rampage	996,111	Christopher Sims
Rastan	31,119,300	Christopher Sims
R-Type	1,128,500	Brian Gaudreau
Shinobi	1,186,716	Todd Beilbo
Space Harrier 3 - D	33,257,370	Dan Lee

Game	Score	Player
Belman	833,800	Todd Beilbo
Buster Double	22,256,000	Shaw Lamb
Columns	99,999,999	Kath Gardner
Gelato	1,791,241	Jim Hekole
Ghosts & Goblins	2,272,399	Rick Lipo
Moonwalker	3,268,400	Kim Yu
Musha	155,587,520	Tony Madson
Phallos	2,512,640	Tony Desilver
Scor's the Hedgehog	9,869,900	Brian Hermon
Striker	327,250	Jason Witkows
Target Earth	78,173,540	Randy Lewis
Thunder Force 3	7,561,830	John Dekker

Game	Score	Player
Woolly Lazers	99,999,999	Dale Scortino
Woody Wolf	36,794,000	Ricky Graham
Book's Adventure	999,999	Chris Nygaard
Cyber Core	9,999,900	Josh Winter
Dragon Spirit	639,870	Randy Lewis
Galaga 50	1,564,140	Jeff Yonan
Kix	3,469,750	Jonathan Paleologos
Manhattan Lull	561,200	Paul Chisler
Pac Man	2,756,110	Rick Deitz
R-Type	999,800	Chris Nygaard
Space Harrier	31,286,570	Jim Hekole
Spelunky	99,999,900	Chris Nygaard
Super Star Soccer	13,462,930	Jeff Yonan

Rules - All scores on Streets of Rage must be received by March 15, 1992. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the Judges will be final. For up to the minute high scores call 1-708-916-6474.

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